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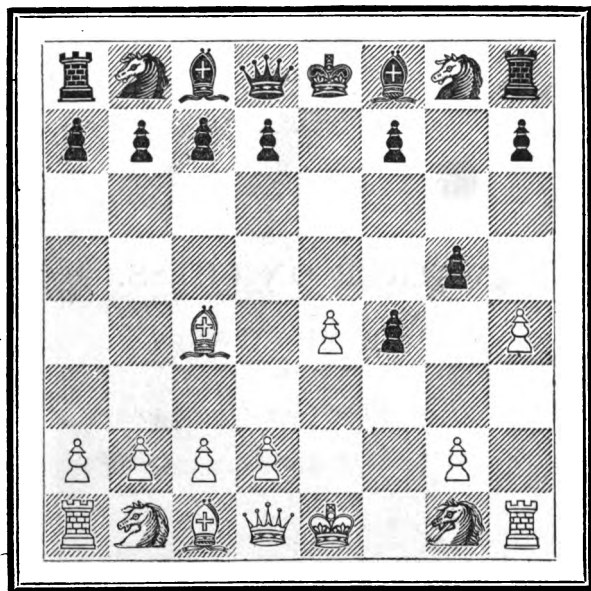
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WALKER ON CHESS.

SITUATION ARISING OUT OF THE BISHOP'S GAMBIT.

BLACK.



WHITE.

In this position, Black has the move, and should he inadvertently support K. Kt. P., by advancing K. B. P. one square (a common error), White gives Checkmate in five moves;—beginning by checking with Queen at King's Rook's fifth square.—*See Bishop's Gambit, Game 1, Move 4, page 99.*

° A
NEW TREATISE
ON
CHESS;
CONTAINING THE
RUDIMENTS OF THE GAME,
EXPLAINED ON SCIENTIFIC PRINCIPLES;
WITH THE
BEST METHODS OF PLAYING THE MOST BRILLIANT OPENINGS
AND DIFFICULT ENDS OF GAMES;
INCLUDING
NUMEROUS ORIGINAL POSITIONS, AND A SELECTION OF
FIFTY NEW CHESS PROBLEMS.

By **GEORGE WALKER.**

SECOND EDITION, ENLARGED AND IMPROVED.

LONDON:
SHERWOOD, GILBERT, & PIPER,
PATERNOSTER ROW.

1833.

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DEQUEST OF

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NOVEMBER 8, 1938

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TO HIS FRIEND

SAMUEL NEWHAM, Esq.

THIS WORK IS INSCRIBED ;

BY

THE AUTHOR.

PREFACE

TO THE

SECOND EDITION.

WHEN this work was first published, twelve months since, it was remarked by the author as being matter of general surprise, that while Chess was so much more played in England than formerly, and while so many elaborate publications on the subject were issuing at intervals from the press, no really scientific compendium, of a size and price to come within the reach of Chess-players of every class, had as yet made its appearance. Cheap books on the subject there certainly were, but these consisted of pamphlets by HOYLE and such like worthies, interspersed with the occasional lucubrations of writers pretending to teach, that, which it was evident they had, themselves, yet to learn ;—together with the imperfect compilations of SARRATT, who, although the first artist of his day, was too regardless of his reputation, to write for the advantage of any but himself, and the greater part of whose works are consequently to be found only on the book-stalls of the metropolis.—To supply this admitted desideratum, and in so doing to promote a scientific knowledge of Chess, were, then, the motives which first induced the author to publish ;—the result has shown the correctness of his views, and he may be excused for expressing some feeling of pleasure, at the gratifying success which has crowned his exertions.

In presenting the Chess world with a new edition, the author has to explain the causes of the more substantial appearance of the present tome. Objections were made to those necessary curtailments in the former volume, which are now copiously and sufficiently supplied;—during the process of complete revision, much new matter was insensibly introduced;—and many valuable and interesting additions have been made, for which the author is indebted to the kindness of his Chess-playing friends.—Without invidiously particularizing names, he is deeply sensible of the obligations thus incurred by him.

In the composition of this work, the best authorities, ancient and modern, have been consulted, and their various deductions and opinions compared with the theory and practice of the most eminent players of the present time. Several openings are introduced, which though formerly pronounced hazardous, if not ruinous, have been analyzed by modern skill, and found to be perfectly sound and correct; while others, long established as favorites, have been justly rejected as dangerous and imperfect. The author flatters himself that in comparing the boldness of GRÆCO, with the certainty of LOLLI—the genius of SALVIO, with the science of PONZIANI—and the fine play of PHILIDOR, with the skilful accuracy of LEWIS—he has been enabled to present the student with much of the varied excellence of those writers, without in the slightest degree endangering his proper claim to the merit of originality.

The strongest objection raised against studying Chess from books, is founded on the irregular manner in which most authors have laid down their openings of games. One party is supposed to play wrong, and the other obligingly follows his example; the grossest errors are committed on both sides, and though the result may be, probably, some inter-

esting position, played out in a style of scientific brilliancy, yet little instruction can be derived by the unskilled novice from such glaring incongruities. The moves are not specifically pointed out as good or bad, and he is, therefore, likely to adopt them indiscriminately. If, when attempting some of those models of daring, but dangerous, attack, his adversary rudely answers with the correct move, the inexperienced player is immediately thrown out;—his fancied victory is gone, and his security committed;—he has leaned upon a reed, and it breaks beneath his weight.

Throughout the following pages, the first error committed by either party is pointed out, and the consequent loss—whether much or little—partial or total—carefully deduced from that error. No second fault is committed without some particular reason, but, after the first false step, the best moves that can be found, are uniformly adopted; and, in general, every move given without comment, may be depended on as the best to be made.—Having followed out the consequences of the error, if any, to that period beyond which analysis is no longer practicable or desirable, the game is dismissed; either when some advantage has been obtained by one of the conflicting interests,—or, when, the opening having been mutually well played, both parties remain equal.

The beginner should go through this work deliberately, and study the consequences of those moves which are not particularly marked. Should either the young player, or the more advanced student, complain that particular positions and difficulties have not been sufficiently illustrated, it may fairly be replied, that this has been purposely done to keep the book within moderate dimensions; and to furnish so many solitary studies for the solution of the learner. It is probable that some moves here recommended will appear

objectionable, and the tyro may think he could suggest others preferable;—let him not, however, be too sure of this, but rather be diffident of an opinion necessarily superficial.—Unusual care has been taken to avoid typographical faults; such as remain will be the more readily excused. Any notice of real error will always be gratefully received by the author *.

Presuming learners to have acquired a knowledge of the rudiments of Chess, as laid down in the first six chapters, the author would advise them to go through chapter XXIII.; they may afterwards proceed to examine the various openings of the game, in conjunction with chapters XXIV. and XXV., playing over, occasionally, some of the critical positions in chapter XXVI., and reserving till last, the King's Knight's Gambit, the Bishop's Gambit, Capt. EVANS's Opening, and the Muzio Gambit.—In directing beginners to commence with the ends of games, he does not, however, advise them to attend exclusively to the elementary branches of Chess, some of which are intensely difficult, and only to be understood by finished players (such as the strife of Rook and Bishop against Rook, &c.),—but would anxiously impress upon them the vast importance of this most neglected part of the subject. Many comparatively strong players will never take the trouble of studying the theory of manœuvring the Pawns scientifically at the end of the game, and never, therefore, rise above the fourth class.—They appear to glory in their idleness, and to thank heaven for their ignorance.—As JOHNSON upon another occasion happily expresses it,—“they have, indeed, a great deal to be thankful for!”

* An error of the press occurs at page 64; in the First Defence, at move 15, Black is made to play Q. B. P. one sq., instead of Q. B. P. two sq., which is the best move he can make.

Some openings, already given at great length by previous writers, the author has passed over with a comparatively short analysis, and by so doing, and with the assistance of a type rarely applied to works of science, has had space to devote to many games, which, like the MUZIO and BISHOP'S GAMBITS, have never, hitherto, been considered with the attention they deserve, and which will therefore, he flatters himself, be found interesting, even to players of the highest grade. He has preferred leaving the defence in these, and other openings, for the selection of the student from the various specimens adduced, to making a separate classification of the attack and defence. From the number of variations, consequent upon several of the more difficult games, some amateurs may probably consider them too tedious to follow out.—This objection will not, however, be raised by any one imbued with the real spirit of Chess, and to the criticisms of others, the author confesses positive indifference.

With no view to pedantic display, or affectation of superior knowledge, the author has appended the names of most of the leading practical works on Chess, of every age and tongue. Students who may wish to dive more deeply into the science, have thus a clue afforded, as to the path they should pursue.—Some of these authors are exceedingly rare, if not altogether improcurable, and it is to be deplored that perfect editions of the whole of them, have never yet appeared in our own language. High praise be given to the translations of MR. LEWIS, to whom British amateurs are justly and deeply indebted for his strenuous and varied efforts to promote the cause,—but many of the best foreign authors yet dwell in darkness; known only by name to the generality of our players, and fearing to face the north-east encouragement of those, who ought to stand forth as patrons of the noble science of Chess.

—And is it too much to believe that the time is rapidly approaching, when the merits of Chess, not merely as a recreation, but as an elegant and superior exercise for strengthening the powers of the mind, shall be still more generally acknowledged?—The author ventures confidently to predict, that Chess will, ere long, assume that well deserved rank among the useful sciences, to which its claim has been always admitted by genius and philosophy. Fathers of families should hail it as a powerful auxiliary in training their children to the pleasures of domestic life, by depriving them of all relish for those frivolous and exceptionable amusements, in which youth too frequently finds a vicious delight. —Reading and thinking men will unite to perpetuate a game connected with so many historical and classical recollections, so many beautiful and poetical associations;—a game, without some knowledge of which, no man dared call himself “of gentle blood,” in those chivalrous ages, when the bold knight left the battle-field but for the Tournay and “*THE CHESSE* ;”—when bright eyes looked over the board, and fair lips proclaimed the victor.—*ALL* will rally round a game so hallowed and honored by the sanction of the wisest, the bravest, and the most virtuous classes of civilized society, throughout every age and clime—*THE GAME OF CHESS* !

G. W.

17, SOHO-SQUARE,
May, 1833.

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ABBREVIATIONS.

In conformity with the mode of notation adopted by the best authors on Chess, the following Abbreviations are used throughout this work.

K.....	for	King.
Q.	Queen.
R.	Rook.
B.	Bishop.
Kt.....	Knight.
P.....	Pawn.
P. P.....	Pawns.
sq.	square.
ch.	check, or checks.
chg.	checking.
dis.....	discovering.
ad. or adv.....	adverse.
G. P. or Gamb. P.....	Gambit Pawn *.
Mate	Checkmate.

Figures are also occasionally introduced as abbreviations. For example—K. 5., or K. 5th, represents King's fifth square, &c.

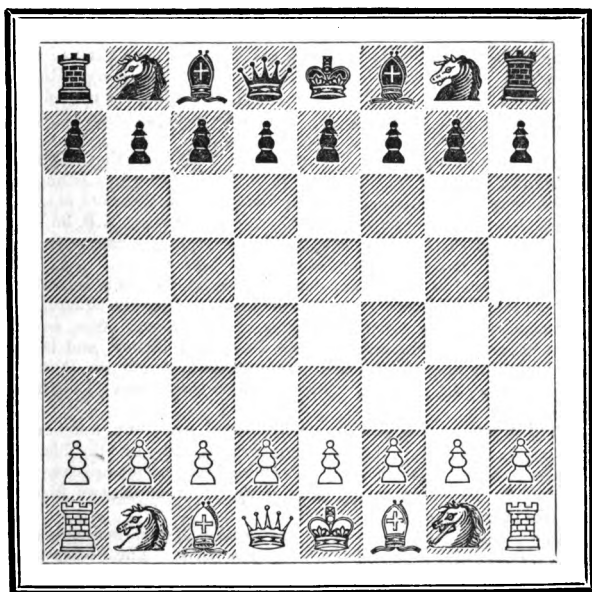
* The King's P., or Queen's P., which has taken the sacrificed Bishop's Pawn, is, in playing the Gambits, technically called the Gambit Pawn.

WALKER ON CHESS.

CHAPTER I.

ON THE CHESS-BOARD AND MEN.

THE following diagram represents the board and men at the commencement of the game. The White pieces occupy the lower half of the board.



The Board must be placed with a white corner at the right hand of the player. Strictly speaking, the division of the squares into two colors, is unnecessary ; indeed, it is not unusual in Arabia and other countries, to play on a board, or a sheet of paper, merely lined off into squares ; the two colors, however, facilitate the calculation of intricate positions. Most authors account for our manner of placing the board by pretending that it originated with the ancients, who superstitiously thought themselves certain of victory, if they had the lucky hue of white displayed on their right hand.

The pieces used in our emblematic war, consist on each side of a King, a Queen, two Rooks (or Castles), two Bishops, two Knights, and eight Pawns. At the beginning of the game, these pieces are placed by each player as follows :—in the corner squares, to the right and left, the Rooks are posted ; then, a Knight is stationed next to each Rook, and a Bishop next to either Knight ; the King and Queen occupy the two centre squares of the line, observing, that the white Queen always stands on a white square, and the black Queen on a black square ; the Kings are consequently opposite. The eight Pawns are placed on the eight squares immediately in front of the superior pieces. The pieces on the King's side of the board, are called for the sake of distinction, King's Bishop, King's Knight, and King's Rook ; and the Pawns on the same side, are, the King's Pawn, King's Bishop's Pawn, King's Knight's Pawn, and King's Rook's Pawn. The pieces and Pawns on the Queen's side, are named in a similar manner from the Queen ; as Queen's Bishop, Queen's Knight, &c.

The King can move to any of the squares adjoining that on which he stands, but only one square at each move, except in Castling, as will be explained hereinafter. Supposing the K. therefore to stand on his 4th sq., he could move to K. 3d sq., K. 5th sq., K.B. 3d, 4th, or 5th sq., or else to Q. 3d, 4th, or 5th sq. No piece can move to a square which is already occupied, unless to take a piece.

The Queen has the same move as the King, with this important difference ; that instead of being able to move only one square, she can traverse any number of squares at one move. She, consequently, combines the moves of the Rook and Bishop, and is the most valuable piece on the field of action.—Supposing the Q. to be placed on her 4th sq., you will find that she commands 27 different squares.

The Rook can at one move be played over any number of squares in a right line ; but cannot move diagonally like the Bishop. To illustrate this, place a Rook on either of the corner squares, and he may be played in a right line along either of the two files of squares he commands.

The Bishop moves at once over any number of squares diagonally, but cannot be played in right lines like the Rook. The Bishops can never, therefore, leave the colors they are first placed on.—Place a Bishop at the King's 3d sq., and you will see that he commands

eleven squares. A Bishop on one of the corner squares only commands the seven squares which run diagonally to the reverse corner of the board.

The move of the Knight is the most difficult of explanation. The Knight moves one square forward, backward, or sideways; and finishes the move by proceeding one square diagonally; or, the Kt. may be moved at first one square diagonally, and then one square forward or sideways. To exemplify this, place the K. Kt. on his own square, and there are three squares he can move to; viz., K. second square, K. B. third square, and K. R. third square. The Knight's range being definite, as to the extent of his move, can never be extended like the march of the Queen, Rook, or Bishop; and it is the only piece that can move over another. I am aware, that although this would seem to Chess-players, the clearest explanation that could be given of the Knight's move, yet to beginners altogether ignorant of the first principles of the game, it will appear difficult to comprehend. I advise beginners, therefore, as the easiest mode of acquiring the moves, to take a ten-minutes' lesson of some friend; or to look over a few games while others are playing. Should you be debarred from either of these opportunities, place the pieces at once on the board, and resolutely sag through the first game given in this work; in doing this, you will learn the different moves of the pieces, and the meaning of most of the technical terms used in Chess; and, although you will be perplexed to make out the first half-dozen moves, yet, when these are once understood, the remainder will easily follow.

The Pawn can only move forward in a right line, and neither backward, obliquely, nor sideways (except in taking, when it moves obliquely). The Pawn only marches one square at a time; each Pawn has, however, the option, the first time in the game he is moved, of being played either one or two squares; but in exercising this option, may be taken *en passant*. (See article, *En passant*.)

Each piece (except the Pawn, which is seldom classed as a piece) can take in the same direction as it moves. In taking, you lift off the adverse piece, and place your own on the square it occupied; and not, as in the game of draughts, on the square beyond. To illustrate this, place the White Q. on the square she occupies at the beginning of the game, and place the Black Q. *en face*, with an interval of two squares between them; that is, on the White Q.'s fourth square. White may now take the Black Q. by removing her off the board, and placing his own Q. on the square thus vacated by the Black. You are never obliged to take, but may do so or no, without incurring any penalty for refusing the offer. The Pawn takes diagonally to the right or left; constantly moving forward one square. To exemplify this, place a White P. on the White King's third sq., and two Black Pawns on the Black K. fifth, and Q. fifth sq. White cannot now take the adverse K. P. but may take the Q. P. by removing it off the board, and placing the White P. in its

place. Thus the Pawn is the only piece that does not take in the same direction it moves. The Pawn takes the superior officers, (Queen, Rook, &c.) exactly in the same manner, if they come within its range. When a Pawn reaches the extreme square of the board, it may be exchanged for any piece (except the King), you choose to demand; for instance, you may call for a second Queen, a third Knight, &c., supposing your Queen or Knights to be still remaining on the board.

The clearest, and most generally used method of describing the moves of a game, and which is observed in the following pages, is, to suppose the board divided into two parts; one of which belongs to the white, and the other to the black pieces. Each half of the board is then subdivided, and each square has its appellation, taken from the different names of the pieces; as, King's square, Queen's square, &c. The line of squares, running in a direct line before the King, is called the King's file, and the other files are named from the pieces in a similar manner. Observe, however, that the squares immediately in front of the pieces in their original position, and on which the Pawns are placed, are not called King's Pawn's squares, &c., but King's second square, &c., the square before the King's Pawn, too, is called the King's third square, and the square again before or above that, the King's fourth square. We now cross our own half of the board, and the next square in a right line takes the name of the King's fifth, or adverse King's fourth square. Proceeding on the same file, the remaining squares are entitled King's sixth (or adverse King's third), King's seventh (or adverse King's second), and the extreme square is known as the adverse King's square, or K. eighth sq. Apply this to all the other squares and pieces, and you will soon become familiar with them. When a Pawn has not been moved, it is frequently described as being "at its square." It will be found that for the sake of brevity I sometimes omit the word "square" altogether, and direct you to play to K. fourth, fifth, &c. The following diagram will furnish the best illustration of our mode of naming the different squares of the board. The White pieces are supposed to have originally occupied the lower half.

Q. R. sq.	Q. Kt. sq.	Q. B. sq.	Q. sq.	K. sq.	K. B. sq.	K. Kt. sq.	K. R. sq.
Q. R. 8th	Q. Kt. 8th	Q. B. 8th	Q. 8th	K. 8th	K. B. 8th	K. Kt. 8th	K. R. 8th
Q. R. 2d	Q. Kt. 2d	Q. B. 2d	Q. 2d	K. 2d	K. B. 2d	K. Kt. 2d	K. R. 2d
Q. R. 7th	Q. Kt. 7th	Q. B. 7th	Q. 7th	K. 7th	K. B. 7th	K. Kt. 7th	K. R. 7th
Q. R. 3d	Q. Kt. 3d	Q. B. 3d	Q. 3d	K. 3d	K. B. 3d	K. Kt. 3d	K. R. 3d
Q. R. 6th	Q. Kt. 6th	Q. B. 6th	Q. 6th	K. 6th	K. B. 6th	K. Kt. 6th	K. R. 6th
Q. R. 4th	Q. Kt. 4th	Q. B. 4th	Q. 4th	K. 4th	K. B. 4th	K. Kt. 4th	K. R. 4th
Q. R. 5th	Q. Kt. 5th	Q. B. 5th	Q. 5th	K. 5th	K. B. 5th	K. Kt. 5th	K. R. 5th
Q. R. 1st	Q. Kt. 1st	Q. B. 1st	Q. 1st	K. 1st	K. B. 1st	K. Kt. 1st	K. R. 1st
Q. R. 8th	Q. Kt. 8th	Q. B. 8th	Q. 8th	K. 8th	K. B. 8th	K. Kt. 8th	K. R. 8th
Q. R. 2d	Q. Kt. 2d	Q. B. 2d	Q. 2d	K. 2d	K. B. 2d	K. Kt. 2d	K. R. 2d
Q. R. 7th	Q. Kt. 7th	Q. B. 7th	Q. 7th	K. 7th	K. B. 7th	K. Kt. 7th	K. R. 7th
Q. R. 3d	Q. Kt. 3d	Q. B. 3d	Q. 3d	K. 3d	K. B. 3d	K. Kt. 3d	K. R. 3d
Q. R. 6th	Q. Kt. 6th	Q. B. 6th	Q. 6th	K. 6th	K. B. 6th	K. Kt. 6th	K. R. 6th
Q. R. 4th	Q. Kt. 4th	Q. B. 4th	Q. 4th	K. 4th	K. B. 4th	K. Kt. 4th	K. R. 4th
Q. R. 5th	Q. Kt. 5th	Q. B. 5th	Q. 5th	K. 5th	K. B. 5th	K. Kt. 5th	K. R. 5th
Q. R. 1st	Q. Kt. 1st	Q. B. 1st	Q. 1st	K. 1st	K. B. 1st	K. Kt. 1st	K. R. 1st
Q. R. sq.	Q. Kt. sq.	Q. B. sq.	Q. sq.	K. sq.	K. B. sq.	K. Kt. sq.	K. R. sq.

The Chess-men being placed, the parties begin the engagement by moving alternately ; aiming to gain such numerical superiority, by capturing your antagonist's officers, as well as such advantages of position, as may conduce to your gaining the victory. He who has the first move has at least this advantage, that he may choose his own plan of attack, whereas the second player is generally forced to act on the defensive for the few first moves ; after which the advantage of the first move ceases. Old BARBIER quaintly says, " it is an advantage to have the first move, no less than in a fight to strike the first blow, which, I suppose no man but had rather give than receive *." The game is not (as in draughts) considered as being won by that player who remains with the last man, but by him who can first succeed in giving *Checkmate* to his adversary's King. (See the articles *Check* and *Checkmate*.) When, owing to particular circumstances, neither party is able to give *Checkmate*, the game is drawn, as will be further explained. You will observe that the King is the only piece,

* The famous Game of Chesse-playe by Jo. BARBIER. Lond. 1640. 8vo.

which, from the constitution of the game, is not liable to be taken ;—the game being finished without removing the King from off the board.

CHAPTER II.

ON THE TECHNICAL TERMS.

CASTLING. Once in the game, you have the privilege of playing as one move, a compound move of the King and Rook, which is called Castling. This can only be done, however, under those restrictions laid down in the laws. The method of Castling, practised in England, is as follows:—to Castle with the King's Rook you place the King on King's Knight's square, and the Rook on King's Bishop's square. To Castle with the Queen's Rook, you place K. on Q. B. sq., and Q. R. on Q. sq. You will observe, that, in either case, the King is moved two squares, and, the Rook being brought over him, is placed on the adjoining square. Our mode of Castling, is termed by the Italians, "*alla Calabrista*," from Greco *, the celebrated Calabrese, who adopted it in his work as the only legitimate method. It is much to be regretted, that the English players have never introduced the Italian mode of Castling, in which the King and Rook have a choice of any of the intervening squares, as well as those they originally stood on, subject to these two curious restrictions: You must not Castle in Italy so as to Check on the same move, nor may you in Castling, take up such a position as may allow your King or Rook to attack any adverse Piece or Pawn. If the leading Chess Clubs in this country, including those of London, Edinburgh, and Nottingham, were mutually to agree to Castle after the Italian method, it would speedily become the national law, and the superior advantages arising from it will readily be admitted by all players conversant with the numerous brilliant attacks of the Italian writers, few of which can ever be adapted to our method of Castling. It is true that we should then clash with France and Germany, as in both those countries they Castle as we do; but it is to be presumed that in time they would be sensible of the propriety of following our example, and the Italian latitude in Castling would then be instantly acknowledged throughout Europe.

CHECK. The King is said to be in Check, when attacked; this is best explained by practical illustration. Place the King on his own square, and suppose your adversary to move Q. to his K. sixth sq.; your King is then so situated, that were he any other piece, he would be liable to be taken; unless you could either take the opposing Q.—remove your K.—or place some one of your pieces between his Q. and your K.—In this position, as the King at Chess is never allowed to be taken off the board like the more plebeian pieces, he is

* *Royall Game of Chesse play.* (Translated from the Italian MS. of GRECO.)
Lond. 1636. 8vo.

said to be in Check. To show the meaning of the term "check by discovery," replace the K. on his sq., and place your adversary's Q. as before on his K. sixth sq., with one of the adverse Bishops between his Q. and your K.; then remove the B., and the Q. is said to give Check by discovery. A double Check, is, when two pieces give Check at once; a triple Check can never be given according to our method of playing the game.

CHECKMATE, OR MATE. When the King is checked by any piece or pawn, and can neither take the piece so checking him,—move K. out of check,—nor interpose any piece or pawn,—he is **CHECKMATED**, and has lost the game.

DOUBLED PAWN. A doubled Pawn is a pawn which has left its own original file, in consequence of making a capture; and is, therefore, on the same file as some other Pawn.

DRAWN GAME. If neither party can give Checkmate, the game is drawn. This may happen from a variety of causes; such as a perpetual check, or when both players persist in making particular moves. Stalemate also constitutes a drawn game: and it is usual to give the game up as drawn, when both are left with a small equality of force; as, for instance, a Queen, or Rook, each, alone with the King.—Common sense and courtesy, will point out many situations, in which you ought to offer to draw the game.

EN PASSANT. See the Fifteenth Law.

EN PRISE. When a piece can be taken, it is said to be "en prise;" that is, liable to be taken at the option of your opponent.

EXCHANGE. You are said to win the Exchange, when you gain a Rook for a Bishop or Knight.

GAMBIT. An opening in which a Pawn is sacrificed for an attacking position. Some variations of the Gambit, are distinguished by the names of the parties who are supposed to have first introduced them, such as the Salvio Gambit, the Muzio Gambit, &c. Others for the sake of distinction, are named from some move in the commencement; such as the Bishop's Gambit, so called from the Bishop's being brought out before the K. Kt., &c. The King's Gambit comprises most of the Gambits which spring from the game being commenced by moving K. P. two squares.

GIUOCO PIANO. That opening in which, after both players have moved K. P. two sq., the first player brings out K. Kt.; and, on being answered with Q. Kt., plays K. B. to Q. B. fourth sq., and his antagonist does the same.

MINOR PIECE. A Knight or Bishop is called a minor piece, to distinguish it from the superior officers.

PASSED PAWN. A Pawn is called a Passed Pawn, when there remains no adverse Pawn in front of it, either on the same file or on either file immediately right or left.

STALEMATE. When your King is not in check, and yet is so situated that he cannot move without going into check, (it being your turn to play), if you have no piece or pawn that can be moved, con-

sistently with the laws of Chess, your King is Stalemated; and the game is drawn. Formerly, it was the custom, absurd as it may appear, that he who gave Stalemate, *lost* the game.

CHAPTER III.

ON THE PIECES INDIVIDUALLY, &c.

ON THE KING.

As the King can never be taken, his relative value cannot be correctly estimated.—At the commencement of the game, it is generally bad play to move the King about; but after the principal pieces, and particularly the Queens, are off the board, the King becomes a highly useful agent, and ought to be played up to the scene of action.—Avoid leaving your King to receive a check from a Knight, or any other piece, that attacks another of your men at the same time.—It is sometimes good play not to take a Pawn in front of your King; as it masks him from your adversary's pieces.—When you can check, mind that by so doing, you do not improve your foe's situation, by allowing him to bring another piece into play, or by removing his King. Nothing is more absurd than checking at every opportunity, merely *because you can check*; it is generally, however, good play, if by a succession of checks, you can force the King to an exposed part of the Board.

ON THE QUEEN.

The Queen is equal to two Rooks and a Pawn; and superior to three minor pieces: but, as in every other measure of relative worth, this estimate only applies to general positions. At the beginning of the game she is worth rather more than this; but her value slightly diminishes, as the field opens for the Rooks.—The Queen is well styled by PONZIANI *, as “the Achilles of Chess,” and should not be rashly exchanged, even for three pieces; for, unless your other men are well brought out in support of each other, you will probably commit the game. Being so important a piece, it is bad play to employ the Queen to support any point, that may be as easily defended by one of her subordinates.—It is seldom correct to move the Queen forward, in the very early part of the game; as she not unfrequently gets hampered by different attacks, in withdrawing her from which you lose at least moves, if not “materiel.”—When you think you can take a Pawn safely with the Queen, be careful that it has not been left as a lure, to draw your Queen from the scene of action; many games are lost through making a safe, though as it turns out,

* Il Giuoco incomparabile degli Scacchi, &c. *Second and best Edition. Modena, 1782, 4to.*—Every reference to PONZIANI throughout the following work relates to this edition.

an injudicious capture.—You may sometimes defeat a violent attack, by offering to exchange Queens.

ON THE ROOK.

The Rook is equivalent to a minor piece, and two Pawns; a Rook and two Pawns, are also equal to two minor pieces.—At the beginning of the game, the action of the Rook is greatly circumscribed; but as the field becomes more open, its value increases accordingly.—In some few positions, the Rook can draw the game against the Queen; and the Rook generally draws, against the Rook and Bishop.—Endeavour to get your Rooks into speedy communication with each other; and when possible, place them so as to command the open files.—A Rook is generally well placed, on the second rank of your adversary's pieces; and it is mostly good play, when your opponent has played Q. to his K. second sq., and has not Castled, to move a Rook to K. sq.; even although there may be several pieces between you and the hostile Queen.—The Rook is the only piece, except the Queen, that can give Mate with the single assistance of the King.

ON THE BISHOP.

The Bishop is equal in value to three Pawns, and may be indiscriminately exchanged for the Knight, to which it is, however, superior by one-twelfth part, as shown by CARRERA * and LOLLI †; the move of the Kt. being more difficult for the adversary to calculate, perhaps restores the balance of worth.—The Bishop, as well as the Knight, can generally draw against the Rook; and the two Bishops, or one Bishop and a Knight, can give Mate, when left with the King only.—The King's Bishop is an exceedingly useful piece, particularly at the beginning of the game, because it can be brought to attack the adverse King, either before or after Castling; it is consequently good play, to offer sometimes to exchange your Q. B. for the adverse K. B.—When about to move either Q. P. one sq., or Q. to K. second sq., be certain that you are not blocking up your K. B.; which should in many cases be brought out, before either of those moves are played.—At the close of the game, if you are strong in Pawns, endeavour to get rid of your adversary's Bishops, as they prevent the advance of Pawns, better than either the Rooks or Knights.

ON THE KNIGHT.

Most of the remarks that relate to the Bishop, may also be applied to the Knight.—In one position only, can the two Knights draw the game against the Queen, while the Bishops can do so in many cases; the two Knights with the King alone cannot also give Checkmate.—

* PIETRO CARRERA del Giuoco degli Scacchi. *Militelli*, 1617, 4to.

† Osservazioni Teorico pratiche sopra il Giuoco degli Scacchi. *Bologna*, 1763, folio.

Do not, because you are told a minor piece is worth three Pawns, rashly make the exchange, without there is a probability of success.—Observe that the Kt. on the Rook's files, has only half the number of squares to play to, that he would command in the centre of the board; do not, therefore, play your Knight to the Rook's file without good cause.—At the beginning of the game, the Knights are more frequently well placed at the B. third square than at K. or Q. second square.—At the end of the game, a Knight is stronger than a Bishop with an equal number of Pawns, because the Kt. can move both upon white and black squares, and therefore possesses greater powers of attack. Observe this rule, and you will frequently win games, by contriving to be left with the Knight against the Bishop. Under similar circumstances, the two Bishops are, however, much stronger than the two Knights; and a Bishop and Knight are also slightly superior to the two "Cavalli."—After bringing out both Knights to their respective Bishop's third squares, it is frequently good play to carry the Q. Kt. over to K. Kt. third sq., particularly if your adversary Castle with K. R.—The problem respecting a Knight's having the capacity of moving to each square of the board alternately, has not been thought unworthy of solution by EULER, DE MOIVRE, and many first-rate mathematicians. A very simple method of performing this once considered difficult task, has been latterly discovered by a scientific German writer *. Place the Knight on any square you like, and begin by moving him to that square from which he would command the fewest points of attack; observing, that if his power would be equal on any two squares, you may play him to either; and that, of course, when a square is once covered, it is not to be reckoned amongst those which he commands. Continue moving him on this principle, and he will traverse the sixty-four squares in as many moves.

ON THE PAWN.

The Pawn being worth less than a piece, it is generally better play to support it, when attacked, with another Pawn, than with a more valuable man.—At the commencement, Pawns are far stronger when only advanced two squares, than when pushed further; endeavour, therefore, to get your K. P. and Q. P., at the K. and Q. fourth squares, and keep them in that position until you can advance either of them with advantage: this remark applies also to any other two Pawns at your fourth squares.—Do not be too fearful of doubling a Pawn; a Pawn doubled on the Rook's file is generally useless; but the Rook's Pawn is mostly stronger when placed on the Knight's file, and when removed, makes an opening for the Rook; it is also, frequently, advantageous to bring one of the Bishop's Pawns into the centre.—Generally speaking, it is good play to exchange the Bishop's Pawns for the centre Pawns.—The King's Bishop's Pawn is

* WARNSDORF des Rösselsprunges, &c. *Schmalkalden*, 1823, 4to.

the weakest point of the game, and should seldom be advanced one square only, as it blocks up the K. Kt.—An isolated Pawn is rarely of much value, if pushed too far before the close of the game.—Young players are too apt to advance K. R. P. one square, at the beginning of the game, thinking that this move prevents their adversary from attacking their Knights with his Bishops. Nothing can be more erroneous; for, generally speaking, you might provide for the attack in some other way, and by moving your Pawns one square, you commit the position of the Pawns on that side, and your antagonist frames his attack accordingly; whereas, by leaving it unmoved, it is much more difficult to attack, as you still retain the power of advancing one or two squares. You will rarely see good players make this move, except in giving odds, when they are obliged to act on the defensive, not being able to afford exchanges.—It is seldom good play to Castle on that side where your Pawns are advanced, but always endeavour, should your adversary have Castled, to push the Pawns on the same side against him, should this be consistent with the general position of your pieces.

ON CASTLING.

Castling according to our method, is more frequently a defensive than an attacking move; do not, therefore, get a habit of always Castling, unless your game requires it, as in so doing you frequently lose a move. Another disadvantage attending your having Castled is, that after that move your position is committed, and your adversary can frame his attack accordingly; while, before you have Castled, he must always be in doubt, and cannot bring the same degree of force to bear upon you.—When you do not Castle, the King's Bishop's second square is generally the best square to play the King upon.—It is mostly better to Castle with the King's Rook than with the Queen's, but sometimes, by Castling on the reverse side to that on which your adversary has Castled, you are enabled to push your Pawns down on his King, in great strength. After Castling, it is seldom good play to advance the Pawns in front of the King; at least, before the Queens are off the board. Endeavour so to bring out your pieces, that you may be certain of being able to Castle at almost any point of the game; and try to prevent the same thing in your adversary's game, either by a Check, which would force his King to move, or by getting the command of one of the squares, over or on to which he must pass in Castling.

CHAPTER IV.

GENERAL REMARKS.

THE General Rules, laid down by most writers, for acquiring a knowledge of the science of Chess, may all be summed up in this

learned axiom, "Play as well as you can." It is hoped that the following remarks do not come under this description.

The art of playing well at Chess, consists principally in gaining moves, by making your adversary play forced or defensive moves; an attacking player is therefore more likely, generally speaking, to become skilful, than one who confines himself merely to acting on the defensive.

In Chess, it is *not* the greater number of pieces, but the strongest position, that wins the game; if you can rapidly concentrate the powers of several pieces to bear upon the adverse King, you will frequently force Checkmate at the expense of a piece, while the opposing army are from some cause or other, "*hors du combat*."—NAPOLEON, in Italy, was the beau-ideal of a Chess player.

Move your pieces out before your Pawns; or you will in general be prevented from framing a strong attack, by the intervention of your own Pawns.

Some players learn one particular débüt, and never attempt any other. It is, certainly, desirable to be thoroughly versed in some very attacking game, but "*toujours perdrix*," is, to say the least of it, in exceedingly bad taste.—Pique yourself on playing every opening in its turn.

Never touch a piece without moving it, and never suffer your opponent to infringe the laws of the game more than yourself. If you play with a stranger, agree beforehand that the strictest rules shall be observed. No player can improve, who gets a habit of taking back moves; a person doing so, contending with one who plays honorably and fairly, has as great an advantage, as if the other were to give him the odds of a piece or two.

When your game is really desperate, do not protract a surrender too long, but give up with as good grace as possible.—The wisest man is inwardly chagrined on losing at Chess, but the fool, only, allows this feeling to be perceived by his adversary.

Do not fall into the habit of preferring to play with the black or white men, and to prevent your contracting this preference when studying from the books, play the different colors alternately.

Between two beginners, the loss of a piece is of no great consequence; carry this principle further, and you will see that even between two good players, the mere gain of a Pawn is nothing: from this I deduce that you should generally play the Gambit, and the most attacking openings. If PHILIDOR could sit down to play with PONZIANI, the advantage of a Pawn in the beginning of the game would most probably decide the event;—but we are not all PHILIDORS. A player may frequently lose, the first time of playing, with one far inferior to himself; never therefore make up your opinion as to the relative strength of two players, until they have played at least five-and-twenty games.

Never play with a better player without offering to take odds, nor with an inferior in skill, without insisting on giving such odds as

will make the game interesting to you. Nothing can be more ungentlemanly than to expect a superior player to furnish amusement without reciprocity—Young players are more apt to be vain of their skill, than they will be, when better acquainted with the game; do not with this feeling offer to give odds to a stranger, for fear he should be able to give you the Rook;—such things have been.

In receiving the odds of a piece, do not accept the Gambit, but rather play K. P. one square, on your first move.—You will gain more improvement by winning, no matter how, two or three games of a better player, than by losing twenty or thirty through allowing him to establish the attack he meditates. There is one disadvantage though, in playing K. P. one, that if you do it always, a strong player will not like so well playing with you, as the games will be comparatively “flat and unprofitable:”—he will get tired of wasting his fine play upon your *brute force*.

I cannot help warning you against the foolish habit of hovering with your hand over the board, for a quarter of an hour before you make your move; this is a gross impropriety, and very annoying to your antagonist. Dr. Franklin ought to have noticed it in his excellent paper on the morals of Chess.

Do not appear impatient at any length of time your opponent may take in moving. BARBIER's advice is here so much to the point, that I must once more quote from that most amusing of Chess writers. “Doe not,” saith he, “at any time that thou playest at this game, out of a conceit that any thing becomes thee well, stand singing, whistling, knocking, or *tinckering*, whereby to disturbe the minde of thy adversarye, and hinder his projects; neither keepe thou a calling on him to play, or hastening of him thereunto, or a showing of much dislike that hee playeth not fast enough; remembering with thyselfe, that besides that this is a silent game, when thy turne is to play, thou wilt take thy owne leasure; and that it is the Royall law so to deale with another, as thyself wouldst be dealt withall.”

Avoid being tedious on moves, where you have little or no choice. I have seen people dwell for five minutes or more, over a position in which their King was Checked, and had but one square to go to.

All very fine players appear to play slowly, because in difficult situations they are a long time in moving; probably if you had their skill, they would not seem so tedious. A first-rate player is, perhaps, in a particular case, twenty minutes making a move—“What a slow player!” is the cry of the looker-on; forgetting that the veteran has been exploring the consequences arising out of a dozen or more moves, none of which moves are in the remotest degree visible to the impatient tyro. Some fine players *who have incessant practice*, play both well and fast; but I advise the beginner to play very slowly on all occasions. I often see bad players dash so hastily at a move, that I cannot but think they are afraid of the pieces running away.

It is an erroneous though commonly received opinion, that the

looker-on sees the game best ; he may see some particular moves better than the player, but (supposing they possess an equal degree of skill), the player in general sees more than he.

Next to constant practice, nothing facilitates improvement so much as looking over better players, and studying the different works that have been written on the game. Indeed, I am convinced from experience, that supposing two players to be possessed of equal aptitude, and to devote an equal time to play, if the one were to study from books, and the other entirely to neglect them, the former would in a very short time be able to give his friend the odds of a piece. Do not, however, fall into mannerism by always playing book openings ; one of the greatest advantages to be derived from a knowledge of them, is the knowing how and when they may safely be departed from. It will be said that there are many fine players, particularly in France, who have never scarcely looked into a Chess book ;—to this I reply, that all such players must have had incessant practice in actual play, which naturally supersedes the necessity of intense study.

I have heard it remarked—"but what is the use of studying games and positions that may never occur?"—True ; but when you teach a boy arithmetic, you give him particular sums and problems to resolve ; these problems will never occur to him in real life, but in learning to work them, the young student becomes perfected in the common rules of figures necessary to their solution.—Chess players acquire, also, an improved style of play from books, and situations occur every day, which they may win, from having met with something nearly, if not quite, similar, in the course of their solitary studies.

It is a good plan, to play over afterwards by yourself such games as you have lately played ; if you have lost them, try whether they could not have been saved, and examine from what move your error is to be dated ; if you have won, try whether you could not have improved the attack. You will find it difficult at first to go through the moves of a game afterwards ; but with a little practice, this may be soon acquired.

Numerous situations occur in the following games, in which it is said that one party can Checkmate in a certain number of moves ; some of these positions are, in fact, highly curious as well as difficult problems. I advise you in all such cases to make a drawing of the situation, and write down the solution in all its ramifications. After working out two or three such positions you will find the advantage of this recommendation. Should you think you can solve any such position in a less number of moves than that which is given, or from not being able to do it in that number, think you have discovered an error, be quite sure you are correct before pronouncing judgment.

Chess may aptly be described as a race in which he who can gain a move or two on his antagonist is the most likely to reach the goal first.

At the end of the game should you be left with a slight inferiority of force, such as Kt., Bishop, and two Pawns, against a Rook, Bishop, and two Pawns, you have generally a better chance of drawing by exchanging as much as possible, than by a contrary mode of play. The more pieces there are on the board, the greater chance of winning is there for him who has the superior force; do not, therefore, when left with a surplus Pawn or some other trifling advantage of power, be too eager to change off the pieces.

When looking over a game, do not be too forward to criticize the moves as they are made; few players will feel comfortable under this species of annoyance. If you are a superior player, you may venture sometimes to pass your opinion, but it is better generally to wait till called on to do so.—If you are a worse player, hold your tongue; your remarks will mostly be wrong, but should you, by chance, once out of a thousand times be in the right, the better player will not thank you for proclaiming his error, but will rather wish you walked out of the room for your gratuitous impertinence. In saying this, do not suppose I would not have you ask an occasional question of a good player, which may lead to your improvement; the better a man plays, the more liberal and ready will he be generally found in giving help and encouragement to the *debutant*.

In concluding this part of my subject, I have to request of such persons as do not wish to make Chess a matter of study, not to think that the difficulty of acquiring a tolerable knowledge of it, amounts to the impossibility there may appear to be attendant on it. One of the peculiar beauties of Chess is, that if two beginners are equally matched, they feel *quite* the same interest in the game, as if they were thoroughly learned in its mysteries. Indeed, they perhaps enjoy it more than the very greatest players, who having conquered every difficulty, have no longer any opponents who can contend against them; and who having, when they play, their reputation at stake, feel the greater degree of mortification at being occasionally defeated.—The beginner may rest assured, that by patiently going through this work, he will acquire, with occasional practice, sufficient skill, to win of nearly all the players he may ever chance to meet with in society.

CHAPTER V.

LAWS OF CHESS; ADOPTED BY THE LONDON CLUB.

No. I.

THE Board must be placed with a white corner on your right hand, at the lower part of the board. If the board be improperly placed, and the mistake remain undiscovered until four moves on each side have been played, the position of the board cannot be altered during the remainder of that game; but if the error be dis-

covered before four moves have been played, either player has a right to insist on recommencing the game.

No. II.

In beginning the game, should there be any of the pieces placed on wrong squares, or any pieces omitted to be placed on the board, the position may be rectified and such pieces added; provided, as before, there have not been four moves played on each side; in that case, the game must be played out as the pieces stand, and without such as are not on the board.

No. III.

If a player, in giving odds, omit taking off the piece or Pawn he has engaged to give, before four moves on each side have been played, he must play out the game with all his pieces as they stand; and, even though he should give Checkmate, the game is to be considered as drawn. If he discover his error before playing his fourth move, the game must be commenced "de novo."

No. IV.

When no odds are given, it is usual to draw lots for the first move of the first game; the parties afterwards take the move alternately. When the game is drawn, the player who began that game, begins the next;—for a drawn game is to be reckoned as no game, or as if that game had never been played.—The player giving odds, may use which men he pleases; but when no odds are given (supposing both to want the same colored men), the question is decided by lot. During the sitting, each player continues to use the same colored men.

No. V.

A player giving odds, has always the first move, unless it be otherwise agreed. The player engaging to give the Rook or Knight, may give which R. or Kt. he likes; but in giving the Pawn, it is always understood, that the King's Bishop's Pawn is to be given*. In receiving the odds of the Pawn and the three first moves, or more, the player must not pass his own half of the board in taking these moves. (He might otherwise force Checkmate, by taking three moves as follows:—1. K. P. one square—2. K. B. to Q. third square—3. Q. checks, &c.)

No. VI.

If a player touch one of his pieces or Pawns, it being his turn to

* From the following passage in the earliest *practical* work published on Chess in this country, we learn that this rule was even then acted on. "When the advantage of a Paune is geven, it is the custome to take awaye that of the King's Bishoppe, because that it is the best." See—Rowbothum's pleasaunt and wittie playe of the Cheasts renewed (*reviewed*):—London, 1562. 8vo.

play, he must move the piece so touched, unless at the first instant of touching it he say "j'adoube;" (an obsolete expression, signifying "I adjust," or "I replace.") If a piece be improperly placed, or should fall off the board, you must still say "j'adoube" in replacing it, should it be your turn to move, or you may otherwise be obliged to play the piece as above. (Of course, the saying "j'adoube" will not exonerate you from moving the piece touched, unless said while in the act of first touching it. A player might otherwise hold a piece in his fingers for five minutes, while hesitating on the move, and then saying "j'adoube," restore it to its place, and play another instead!)

No. VII.

If a player touch his King, it being his turn to play, and then find that he cannot move him without going into check, no penalty can be inflicted, on his replacing the King, and playing another piece instead. If, also, he should touch a piece, which cannot be played without leaving the King in check, he must move his King; but should the King be unable to move, without going into check, no penalty can be inflicted.

No. VIII.

Should you, however inadvertently, touch one of your adversary's pieces (it being your turn to play), without saying "j'adoube" in the act of first touching it, you must take that piece, if it can be taken. Should you be unable to take it, you must move your King; but if the King cannot move without going into check, no penalty can be inflicted. In any case of being obliged to play your King, you cannot Castle on that move.

No. IX.

As long as you hold a piece on any particular square, you may withdraw it at any time, and play another move with the same piece; but after once quitting your hold, the move is committed, and cannot be retracted. (This law ought, certainly, to be revised, and the move to be considered as completed, on touching a square with the piece. It is extremely annoying, to see your adversary hovering about and resting on several squares with a piece, before fixing on its point of destination. In Italy, after touching any particular sq. with a piece, you may move that piece to any square that is more remote, always assuming that you have not quitted your hold, but may not retrograde to any square nearer home. Placing the finger on the board, in planning a move, is also a bad habit, though strictly legal).

No. X.

Should you, by mistake, move one of your adversary's pieces instead of one of your own, you may be compelled, at the option of your opponent, either to take the piece, if it can be taken—to replace

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it where it stood, and move your King—or, to leave it on the square to which you have inadvertently played it. (In this, as in every other case, should the King be unable to move without going into check, that part of the penalty must be remitted).

No. XI.

If you should capture a piece, with one that cannot take it without making a false move, you must either take such piece, with one that can legally take it, or, move the piece touched. (To exemplify this law, let us suppose that you take a piece with a Rook, giving, by mistake, to such Rook the move of a Bishop; you may, in that case, be obliged either to play the Rook, or to take the piece, should it be "en prise" of any of your pieces.)

No. XII.

Should you unthinkingly capture one of your own pieces with another, you may be compelled to play either of the two, at the option of your adversary. (The case of your taking one of your adversary's pieces with another, is met by Law X).

No. XIII.

The player making a false move (moving a Rook, for instance, as if it were a Knight), may be compelled—either to leave the piece where he has played it—to move it to a square within its proper line of action—or, to replace it and move the King instead.

No. XIV.

If a player make two moves in succession, he must replace the second piece; or, by way of penalty, his adversary may insist on both moves remaining; and may go on with the game, as if only one move had been played.

No. XV.

When a Pawn advances two squares, your adversary has the option of taking it "en passant" with a Pawn, but not with a piece. (Suppose, for example, your adversary's King's Rook's Pawn to be at your K. R. fourth square, and you push K. Kt. P. two squares; in this case, he is at liberty to capture your K. Kt. P. with his K. R. P., taking off your Pawn, and placing his own on your K. Kt. third square).

No. XVI.

You are not allowed to Castle under either of the following circumstances. Firstly, if your King has moved.—Secondly, if he is in check.—Thirdly, if either of the squares which the King must traverse or play to in Castling, is commanded by one of your adversary's pieces.—And, lastly, if the Rook with which you intend Castling, has been previously moved. Should you Castle in either of these

cases, you may be compelled to recall the move, and your antagonist has the choice of obliging you to play either your King or Rook. (You are not deprived of Castling from your King having been in check, nor from your Rook's being at the time under attack. You may also Castle with Q. R., if the Q. Kt. square be commanded by one of the hostile pieces, as the King has not to pass over, or on to that square. A player giving the odds of the Rook, may Castle on that side of the board, as if the Rook so given were in its proper place).

No. XVII.

When you Check the King, you must always apprise your adversary of it, by saying "Check," or he is not obliged to notice it; but may play some other move, as if no Check had been given. If, also, after neglecting to say Check, the King should remain in Check for one or more moves, and on your then perceiving it, you should attack one of his pieces, at the same time saying "Check," you can derive no advantage from this; for every move that may have been played since you first Checked his King must be recalled on both sides, and your original Check must then be provided for. (We do not say "Check," upon attacking the Queen).

No. XVIII.

Supposing you discover your King to be in Check, and to have remained so during two or more moves, without your being able to ascertain how it first occurred;—in this case, you are at liberty to retract your last move and provide for the Check.

No. XIX.

If your antagonist should say "Check," without at the same time really giving Check, and you should in consequence have moved your King, or interposed a piece—you may retract this move, provided you discover the error before your adversary plays again.

No. XX.

When you have advanced a Pawn to the extreme rank, or eighth square of the board, it immediately assumes the power of any piece you choose. (The constitution of the game would of course not allow of your demanding a second King, but you may have as many Queens, Knights, &c. on the board at once, as you can get. It is to be presumed from the wording of this law, that you might not call for a Pawn, and replace it at its own square; but might certainly, for argument's sake, leave it at its eighth square, *as a Pawn*).

No. XXI.

Stalemate constitutes a DRAWN GAME.

No. XXII.

If you remain with the Rook and Bishop against the Rook, or with both Bishops, or with the Knight and Bishop, against the King only, you are bound to Mate in fifty moves at most, or the game is drawn. The moves must be reckoned from that point, at which your opponent gives you notice that he intends computing them. As in every other case, in which the number of moves is specified, these moves must be fifty on each side. Should you remain with greater force than the above, as, for instance, with Q. and K., against the K., the same law must be observed. Should you, however, have undertaken to Mate with any particular piece or Pawn—or on any specified square—or to compel your antagonist to give you Checkmate or Stalemate—in all such cases, you are not to be restricted to any given number of moves.

No. XXIII.

If you undertake to win any particular position, and your adversary should draw such position, you lose the game. (Should you, for instance, undertake to win three games running, and your opponent draw one of them, you lose the match. At first view this may appear to clash with that law which declares a drawn game to be no game; but on a little reflection, the justice of the case is evident.)

No. XXIV.

Whatsoever irregularity may have been committed, you cannot inflict any penalty, after moving or touching a piece.

No. XXV.

Should any dispute occur, as to points of the game for which the laws have not provided, the question ought to be referred to a third party: and the decision then given must be considered as final.

CHAPTER VI.

FIRST INTRODUCTORY GAME.

THE following is a badly played game, introduced on purpose to show, practically, some of the most prominent errors young players are apt to fall into. It is also so arranged, as to contain moves which lead to a clear explanation of the greater part of the technical terms used at Chess. In the course of this work, I have invariably addressed my observations to White, and have spoken in the third person of Black, as being White's imagined antagonist.

WHITE.

BLACK.

1. *K. P. advances two squares to K. fourth sq.*—As no piece but the Kt. can play before a Pawn is moved, it is better to advance

a Pawn on the first move. The K. P. is the best P. to move, as it liberates your pieces better than any other.—Every Pawn on its first moving, may march either one or two squares.

1. *K. P. also two sq.*

2. *K. Kt. to K. B. third sq.*—This move is well played, as you at once attack the adverse Pawn, which your opponent must defend to prevent you from taking.

2. *Q. P. one sq.*—Black would do better to defend P. by moving Q. Kt. to B. third sq.; by moving Q. P., he partly confines his K. B.

3. *K. B. to Q. B. fourth sq.*—This is generally the best square to play K. B. to, at the commencement of the game, as it attacks the weakest point of your adversary's position, viz. his K. B. P.; it is true, that his King defends it at present, but if you can bring a second piece to bear on it, he must also, in order to save it, bring another to its defence.

3. *K. Kt. to B. third sq.*—Eager to attack K. P., he brings out this Kt. prematurely.

4. *Q. P. one sq.*—You defend your P., but ought rather to have advanced K. Kt. to K. Kt. fifth sq., which would have defended K. P., and at the same time have attacked K. B. P.

4. *Q. B. to K. Kt. fifth sq.*—This move is not a bad one, as it prevents your K. Kt. from moving; he might also have offered to exchange Bishops, by moving Q. B. to K. third; if you had then taken his B., he would retake with P., and a doubled Pawn in that position would be no disadvantage to him, but the contrary.—Your K. Kt. is now said to be *EN PRISE*.

5. *Q. Kt. to Q. second sq.*—You play this Kt. in order that if he take K. Kt. you may take B. with Kt.:—very well, but this move blocks up your Q. B., and was besides, at present, totally unnecessary, as the Q. could retake.

5. *Q. to K. second sq.*—A bad move, because it confines K. B.; he should have played Q. B. P. one sq., or brought out Q. Kt.

6. *Castles, by moving K. to K. Kt. sq., and K. R. to K. B. sq.*—There is no danger in this move, though it may not be your strongest.

6. *Q. Kt. to B. third sq.*—He might have advanced Q. B. P. one sq., in order to move Q. P. one sq. on the next move; supposing he had done all this, and that you took Q. P. with K. P. he would retake with Q. B. P., and have two Pawns advantageously placed in the centre of the board.

7. *Q. B. P. one square.*—Good; it prevents Q. Kt. from advancing.

7. *Castles with Q. R., by moving K. to Q. B. sq., and Q. R. to Q. sq.*—He castles on the oppo-

site side of the board in order to push his Pawns on your King; he ought rather to have liberated his K. B.

8. *K. R. P. one sq.*—You attack B., in order to make him take Kt., or retreat; you, however, weaken the position of the King, by advancing this Pawn at present.

8. *B. takes Kt.*—He might also have retreated B. to K. R. fourth square.

9. *Q. takes B.*—It would have been better to take with Kt., as your Q. B. remains obstructed; you did well not to take with K. Kt. P., as you would have exposed your King; and your K. R. P. would have been an isolated Pawn, which is seldom worth much on the Rook's file.

9. *Q. R. P. one sq.*—Black plays thus, to prevent your attacking his Q. Kt. with your K. B.; he would not have been injured by this attack, and should not, therefore, lose a move in guarding against it. As his move is utterly worthless, you have the same advantage as if you were allowed to move twice running.

10. *Q. to K. B. fifth sq. checking.*—His King is now IN CHECK, and would be liable to be taken, were he any other piece. You play badly in giving this check, as you will see that you lose a move, in getting your Q. away; while, by leaving the check open, you might presently have gained some advantage by giving it.—This is a good example of an useless check.

10. *K. to Kt. sq.*—Being in check, he must either move K., interpose some piece, or take your Q.; he cannot do the latter, and therefore moves K.—If he had interposed Q. at Q. second, you might take K. B. P. with B.; for he could not retake B. with Q., as he must not leave his K. in check; and, if he then took your Q. with Q., you would retake his Q. with K. P., remaining the winner of a Pawn.

11. *Q. Kt. P. two sq.*—This move is not, perhaps, your best, but yet it has an object, which is to prevent him from attacking K. B. with Kt.—I would rather hear a beginner give a bad reason for making a move, than give none at all.

11. *K. Kt. P. attacks Q.*

12. *Q. to K. B. third sq.*—Your Queen is now forced to retreat, and he has opened a path for his K. B.; all in consequence of your giving an useless check.

12. *K. B. to R. third sq.*

13. *Kt. to Q. Kt. third sq.* 13. *B. takes B.*—He plays well in taking this B., for, as his own B. is not defended, he must otherwise move it away, and that would be losing a move.

14. *Q. R. takes B.*—The B. must be taken, but the question is, with which piece? If you retake it with Kt., your Kt. is out of play; but I should have preferred taking it with the other Rook, as, when the adverse K. has castled, it is good play to

get your Rooks in front of his K., and then advance the intermediate Pawns.

14. *K. R. P. two sq.*—He advances this P., on the principle of my last observation.—If he had attacked your K. B. with Q. Kt. P., you could play it to Q. fifth square.

15. *Q. P. one sq.*—Black ought to take this P.;—it does not follow, that, because I pass a move over in silence, I approve of it.

15. *Q. Kt. P. two sq.*

16. *Q. P. advances.*—You advance this P., in order to take his Kt., if he capture B.: but, you do not see, that, after taking B., his P. attacks your Kt.; so that you lose two pieces for one.—Still your move is radically good, as I shall presently show you.

16. *P. takes B.*

17. *P. takes Kt.*

17. *P. takes Kt.*

18. *Q. R. P. takes P.*—You have lost a Kt., but have a strong attack on his King, through his having moved the Pawns in front of K., and through the excellent position of the DOUBLED PAWN, at Q. B. sixth.—A good player would have moved Q. to Q. third sq., instead of taking P., but it comes to nearly the same thing.

18. *K. R. P. one sq.*—Black is so intent upon following up his own attack, that he overlooks the hold you have upon him. If you now play Q. to Q. third, you have a forced won game; for if he allow you to take Q. R. P., you give Checkmate, next move, by moving Q. to Q. Kt. seventh; if, again, he defend P., by moving K. to R. second, you win by playing Q. R. to Q. R. sq.

Having shown that you have a won game, I shall now suppose you to overlook this attack altogether, and play

19. *K. Kt. P. two sq.*

19. *P. takes P. EN PASSANT.*—

Black takes off your K. Kt. P., and places his K. R. P. on your Kt. third sq.; I do not say he plays well in taking P., as he still leaves his K. opposed to the same menaced attack.

20. *Q. takes P.*—I often see beginners, and even persons who because they move the men about call themselves players, so eager to catch up a Pawn, that they overlook the fortunate opportunity of making an irreparable attack; you ought still to have moved Q. to Q. third sq.

20. *Kt. takes P.*

21. *Q. to K. Kt. second sq.*—It would now have been too late to play Q. to Q. third sq.; why, I leave you to discover.

21. *Kt. to Q. seventh sq.*—If you were now to allow Black to take the Rook, he would be said to WIN THE EXCHANGE.

22. *K. R. to Q. sq.*

22. *K. R. to R. fourth sq.*—This move is well played; if you take Kt. with R., he plays K. R.

to the Kt. fourth sq.; and, as your Q. could not move away, on account of leaving the K. in check, you would lose your Q., for the Rook. It is true, you would also get the Kt., but that would not be an equivalent compensation.

23. *K. to R. second sq.* 23. *Q. R. to K. R. sq.*—Black doubles his Rooks to attack K. R. P.—Ascertain whether he could, or could not, have played a stronger move.
24. *R. takes Kt.* 24. *R. takes P. chg.*—This check is *not* useless, but gives him a fine game; not liking to give up the Q. for the Rooks, White moves K.
25. *K. to K. Kt. sq.* 25. *R. to adv. K. R. sq. chg.*—A very good move; as you will see he wins a Queen and a Rook, in exchange for his Rooks.
26. *Q. takes R.* 26. *R. takes Q. chg.*
27. *K. takes R.* 27. *Q. to K. R. fifth sq. ch.*
28. *K. to Kt. second sq.* 28. *Q. to K. Kt. fourth sq. ch.*—
You see how dangerous it is, to allow a piece to check your King and another piece at the same time.
29. *K. to B. third sq.*—Your game ought to be lost; but you do not mend it, by moving K. to so exposed a situation.
29. *Q. takes R.*
30. *R. to K. Kt. sq.*—If you had played R. to Q. Kt. sq., Black would win it by checking K. and R.; if you had moved it to Q. R. sq., he would win it by taking Q. B. P., giving a divergent check; lastly, if you had played it to K. R. sq., he would also win it, next move, by checking K. at Black's Q. fourth sq.
30. *K. P. advances, chg.*—This is in better style than taking P., or giving a number of inconclusive checks.
31. *K. takes P.*—This is fatal; the Pawn was held out as a lure.
31. *Q. to K. seventh sq. ch.*
32. *K. to Q. fifth sq.*—There are only three other squares open to the King; and, if he go to either of them, Black takes P. with Q., checking, and winning the Rook.
32. *Q. to Q. sixth sq.—Mate.*—
Black now gives you CHECKMATE, and has won the game; you will observe, that, your K. being in check, you can neither move away, take the Queen, nor interpose any piece.

SECOND INTRODUCTORY GAME.

By way of contrast with the previous specimen, I now show you a game recently played by one of the first players in Europe, giving the odds of the Kt.—The attack is conducted in a style of great brilliancy, and although a beginner would not understand the why or the wherefore of most of the moves without notes, I have thought that with that assistance very great advantage might be derived from

studying so fine a piece of skill. The White gives the odds of the Queen's Kt., which you must therefore take off the board before beginning the game.

WHITE.

BLACK.

1. *K. P. two sq.*
2. *K. Kt. to B. third sq.*
3. *K. B. to Q. B. fourth sq.*
4. *Q. Kt. P. two sq.*—White sacrifices this Pawn in order to facilitate his taking up a very attacking position, which he is thus enabled to do. You will observe that two squares are opened for White's Q. B., and that he gains the command of the greater part of the board. This opening, which takes its name from its inventor (CAPT. W. D. EVANS, of Milford), is analyzed at some length in the course of the following pages. It is, I believe, the strongest game that can be played by the party who gives the Knight.
4. *K. B. takes P.*—If he had taken this P. with Kt., White would take K. P.—If, again, he had retreated K. B. to Q. Kt. third sq., you would advance Q. Kt. P. another square, attacking Kt.; on his removing which you might take K. P. with Kt.
5. *Q. B. P. one sq.*—Attacking his B., which must retreat to avoid loss. This is what we call gaining a move, for as Black has no choice, but must move K. B., it is the same advantage to the first player as if you had moved twice running, and you will, besides, be enabled to advance Q. P. two sq., presently, as it will be defended by Q. B. P.
5. *K. B. to Q. R. fourth.*—You must understand that a player who does not receive greater odds than the Kt. from a first-rate, ranks as a strong man, and could generally give at least the Rook to any person who had never played in the Clubs. The gentleman playing the Black pieces foresaw that White intended advancing Q. P. two sq., and by this move prevented his immediately doing so, for if White now move Q. P. two sq., he takes Q. B. P. with B. giving check, which he could not do if your Q. Kt. were in his place.
6. *Castles K.*
6. *K. Kt. to B. third.*—He attacks K. P. by this move, which is at present "sans defense."
7. *Q. to Q. B. second.*—By this move you at once defend K. P., and place your Q. in a position which may presently become annoying to your adversary. You will now be able, also, by moving out Q. B., to bring your Rooks into communication with each other, which is so generally desirable. Probably if White were not giving odds he would have discovered another move still better, but in giving a piece we must play

accordingly. White can now advance Q. P. two sq. when he likes, for the Q. guards also the Q. B. P.

7. *Castles.*—With a view to place his King in a situation of still greater security, and to bring K. R. into co-operation with his other pieces.

8. *Q. B. to Q. R. third.*—Through having sacrificed your Q. Kt. P. you are thus enabled to place your Q. B. in a strong corner. When you play well, you will find that one of the greatest points in Chess is to know when to give up a Pawn or even a piece, with a fair chance of ultimate compensation.

8. *Rook to K. sq.*—His Rook being attacked, he prefers removing it to interposing Q. P.

9. *Q. P. two sq.* 9. *Q. P. two sq.*—Finding that his game is crowded, Black pushes up this Pawn with a view to disengage his pieces. In doing so he calculates that although you will have two pieces attacking it (K. B. and K. P.) he also will have two defending it (K. Kt. and Q.) I should despair of making a beginner understand that if instead of pushing Q. P. two sq., Black had taken Q. P. with K. P., White would get a very formidable attack.

10. *K. P. takes P.*—One great advantage of this move is that it opens a path by which you attack K. R. P. with Q.—You reap no immediate gain from this, but the probability is that “something may come of it.”

10. *K. Kt. retakes P.*

11. *Q. P. takes K. P.*—By this move you open the Q. file, and by playing Q. R. to Q. sq., would embarrass Black's Q.

11. *Kt. takes Q. B. P.*—This appears at first sight to be good play, for the Kt. is defended by K. B., and threatens to take R., if you attack Q. with R.

12. *Q. R. to Q. sq.*—White skilfully sacrifices the Rook for an inferior piece, in order to perfect his meditated attack.

12. *Kt. takes R.*

13. *K. R. takes Kt.* 13. *Q. B. to Q. second.*—You will observe that there is no square on to which he can play Q. from the attack of the Rook, he therefore interposes Q. B.—Were he to have interposed Q. Kt., you would take it with R., and as your R. would be guarded by Kt., he could not retake with Q.

14. *K. B. takes K. B. P. ch.*—You have now a won game although with a Rook less; your opponent having merely a choice of evils. His best move would be K. to corner, by which he might protract the struggle a few moves longer.

14. *K. takes B.*—His King being in check, must either take B., or remove. If he were to move to R. sq., which is the only square open to him, I leave you to find out which would be the strongest course of play for the White, of the three following: viz.

1. To take Rook with K. B.
2. To take B. with R., and on his retaking with Q., to play Kt. to K. Kt. fifth; Black would then be forced to move K. Kt. P. one sq. to prevent Checkmate, and your counter-move would be K. P. one sq., still threatening the Mate.
3. K. P. one square, threatening to take Q. with R., if he move Q. B.
15. *R. takes B. chg.*—White foresaw that if Black took K. B. with K., he could adopt this train of play. You now check K. and at the same time attack Q. with R.—If he move K. to K. Kt. sq. you take Q. with R., and on his retaking R., play Kt. to K. Kt. fifth, threatening Checkmate. This position of the pieces shows you forcibly the superiority of situation over numbers; Black having a great numerical advantage, and yet no chance of redeeming the game. If he were to allow you to take Q. with R., although he would remain with two Rooks against the Queen, your position would be so superior that you would speedily force the game, (supposing, of course, that you could find out the best moves.)
15. *Q. takes R.*—Not seeing the coming blow,—or, seeing it, not thinking it possible to retrieve the game by any other move, he throws himself headlong into the Checkmate.
16. This is one of those positions which we term forced in a certain number of moves, and I should therefore now dismiss the game by saying, White gives Checkmate in two moves. These two moves are as follows:
Kt. checks.—As your Kt. cannot be taken, he must move K., and you will find that he has only one square open.
16. *K. to Kt. sq.*
17. *Q. takes K. R. P. giving Checkmate.*—I advise you to play these games over several times, before proceeding to attack the next chapter.

CHAPTER VII.

I now propose to examine all the Openings most commonly in use; showing the best methods of pursuing the attack, and of defending your game against those attacks when played against you.

THE KING'S KNIGHT'S OPENING.

FIRST GAME.

WHITE.

1. K. P. two sq.
2. K. Kt. to K. B. third sq.

BLACK.

1. K. P. two sq.
2. If he play K. B. to Q. third, you move K. B. to Q. B. fourth, and whether he then play

Q. B. P. one sq., or K. Kt. to B. third, you get the better game by advancing Q. P. two sq.—Defending the K. P. with K. B. is radically bad, as it blocks up his Q. B. and Q. P.

Q. to K. B. third sq. (weak).

3. K. B. to Q. B. fourth sq. 3. Q. to K. Kt. third, appearing, at first view, to gain a Pawn, as two are attacked.

FIRST MODE OF PLAY.

4. Q. P. one sq. 4. Q. takes K. Kt. P.
 5. K. B. takes K. B. P. ch. 5. If Black take B. with K., you attack Q. with K. R., and, on her withdrawing to K. R. sixth, you check K. and Q. with Kt.—Therefore,
 K. to Q. sq., or K. second.
 6. K. R. to K. Kt. sq. 6. Q. to K. R. sixth sq.
 7. K. R. to K. Kt. third sq., winning the Queen.

SECOND MODE OF PLAY.

4. Castles. 4. Q. takes K. P.
 5. K. B. takes K. B. P. ch., winning the game in a few moves. Observe, that, if he play K. to Q. sq., you take K. P. with Kt., and, if he play to K. second, you bring K. R. to K. sq.

SECOND GAME.

WHITE.

1. K. P. two sq.
 2. K. Kt. to B. third sq.
 3. Kt. takes P.

BLACK.

1. K. P. two sq.
 2. K. Kt. to B. third sq. (bad).

IN THE FIRST PLACE.

3. Q. to K. second sq. (best).
 4. Q. P. two sq. 4. Q. P. one sq.
 5. K. Kt. to B. third sq. 5. Q. takes P. ch.
 6. K. B. to K. second, and then Castles, having the better game.

IN THE SECOND PLACE.

3. K. Kt. takes P. (inferior).
 4. Q. to K. second sq. 4. Q. to K. second sq.
 5. Q. takes K. Kt. 5. Q. P. one sq.
 6. Q. P. two sq. 6. K. B. P. one sq.
 7. K. B. P. two sq., winning a Pawn, after the exchanges.

THIRD GAME.

WHITE.

1. K. P. two sq.
 2. K. Kt. to B. third sq.
 3. K. Kt. takes P.—This opening is generally known as DAMI-

BLACK.

1. K. P. two sq.
 2. K. B. P. one sq. (weak).

ANO'S GAMBIT, from its being printed in his work *. DAMIANO has always been allowed the claim of being the first practical writer on Chess; he was, however, merely the compiler of the book, the whole of which is to be found in an earlier work by LUCENA †.

3. Black's best move would now be Q. to K. second; by which he would recover the Pawn, although you would remain with the better position.

K. B. P. takes Kt. (fatal).

4. Q. to K. R. fifth sq. ch. 4. If he interpose K. Kt. P., you check at K. fifth, taking P., and then take K. R.

K. to K. second sq.

5. Q. takes K. P. ch.

5. K. to B. second sq.

6. K. B. checks;

IN THE FIRST PLACE.

- | | |
|---|------------------------|
| 7. Q. to K. B. fifth sq. ch. | 6. K. to Kt. third sq. |
| 8. Q. P. two sq. dis. ch. | 7. K. to R. third sq. |
| 9. K. R. P. two sq. | 8. K. Kt. P. two sq. |
| 10. Q. to K. B. seventh sq. | 9. Q. P. two sq. |
| 11. K. to K. B. sq., and forces Mate in three moves.—When the Checkmate can be forced in a certain number of moves, I have generally left the solution to be discovered by the ingenuity of the student; such positions are in fact problems, and will be found highly instructive to follow out. | 10. K. B. checks. |

IN THE SECOND PLACE.

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|--|--|
| 7. K. B. takes Q. P. ch. | 6. Q. P. two sq. (best of bad). |
| 8. K. R. P. two sq. | 7. K. to Kt. third sq. |
| | 8. If Black play K. B. to Q. third, you Checkmate in five moves. |
| | K. R. P. one sq. (A) |
| 9. K. R. P. checks. | 9. K. to R. second sq. |
| 10. B. takes Q. Kt. P. | 10. K. B. to Q. third sq. |
| 11. Q. to Q. Kt. fifth sq. | 11. Q. B. P. one sq. |
| 12. Q. to Q. third, and will win the game. | |

(A.)

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|-------------------------------|------------------------|
| 9. K. B. takes Q. Kt. P. | 8. K. R. P. two sq. |
| 10. Q. to K. B. fifth sq. ch. | 9. Q. B. takes K. B. |
| 11. Q. P. two sq. dis. ch. | 10. K. to R. third sq. |
| | 11. K. Kt. P. two sq. |

* Libro da imparare giuocare a Scacchi, &c. Roma, 1512, &c. 4to.

† Arte breue, e introduccion muy necessaria para saber jugar al axedres, con ciento y cinquente Juegos de partido. Salamanca, 1495 (about), 4to.

12. Although you may immediately win Q., by taking Kt. P. with B., your best move is
 Q. to K. B. seventh sq.—Black can only protract the Mate four moves, by sacrificing his K. B.

FOURTH GAME.

WHITE.

1. K. P. two sq.
2. K. Kt. to B. third sq.
3. If you take K. B. P. with K. P., he makes a sort of Gambit of it; you may bring out Q. Kt., or Kt. takes P.
4. Q. checks.
5. Kt. takes K. Kt. P.
6. K. B. to K. second sq.
7. Q. to K. R. third sq.
8. Q. takes K. R.
9. K. R. to K. B. sq.

BLACK.

1. K. P. two sq.
2. K. B. P. two sq.—This move is originally by GRECO; it is very ingenious, but not so sound as Q. Kt. to Q. B. third.
3. Q. to K. second sq.
4. K. Kt. P. one sq.
5. Q. takes K. P. chg.
6. K. Kt. to B. third sq.
7. R. P. takes Kt.
8. Q. takes K. Kt. P.
9. K. to K. B. second sq.

The first player ought ultimately to win the game.

FIFTH GAME.

WHITE.

1. K. P. two sq.
2. K. Kt. to B. third sq.
3. Q. P. two sq.
4. Q. P. takes K. P.
5. K. Kt. to Kt. fifth sq.
6. P. to K. sixth sq.

BLACK.

1. K. P. two sq.
 2. Q. P. one sq.—This move is recommended as the best by LOPEZ and PHILIDOR. These writers condemn the move of Q. Kt. to B. third, as it hinders the advance of Q. B. P.; forgetting that the move they advise blocks up K. B., which is of so much more consequence.
 3. K. B. P. two sq.
 4. K. B. P. takes P.
 5. Q. P. one sq.
 6. K. Kt. to K. R. third sq.—If he play K. B. to Q. B. fourth, you may either take K. P. with Kt., having in view the check with Q.; or may attack Q. and R. with Kt.—In the latter case Black plays Q. to K. B. third, and your best move is Q. to Q. second, and not to K. second; he then has a good attacking position, but ought not to win, with careful play.
 7. The best move for you now, is to check with Q., and then withdraw Q. to K. R. third.
 Kt. takes K. R. P. (If)
 7. Q. B. takes P.—He cannot take Kt. on account of the check.
 8. K. Kt. takes K. B.
 8. K. takes Kt.
- It is difficult to decide which has the better game.

SIXTH GAME.

WHITE.

1. K. P. two sq.
2. K. Kt. to B. third sq.
3. K. B. to Q. B. fourth sq.
4. Q. B. P. one sq.—This move is very good play; you may also bring out Q. Kt., which leads to some interesting positions.
5. Q. P. two sq.
6. K. P. advances (best).

BLACK.

1. K. P. two sq.
2. Q. Kt. to B. third sq. (best).
3. If Black wish to disconcert a routine player, he may advance K. B. P. two sq., which I consider to be a perfectly safe move, though I have never seen it adopted by any other player than myself.
- K. B. to Q. B. fourth sq.
4. K. Kt. to B. third sq.
5. K. P. takes P. (best).

FIRST DEFENCE.

6. K. Kt. to K. fifth sq.
7. Q. to K. second sq.—You may also play K. B. to Q. fifth sq.
7. Q. P. two sq.
8. K. P. takes P. en passant.
8. Castles.
9. P. takes Q. B. P., and remains with the better position.

SECOND DEFENCE.

6. K. Kt. to Kt. fifth sq.—If he play Kt. to R. fourth, you move Kt. to K. Kt. fifth.
7. K. B. takes P. chg.
7. K. takes B.
8. Kt. checks.
8. K. to K. sq.
9. Q. takes Kt.
9. Kt. takes K. P.
10. Q. moves away, and White has the better situation.

THIRD DEFENCE.

6. Q. P. two sq. (best)
7. K. B. to Q. Kt. fifth sq.
7. K. Kt. to K. fifth sq.
8. K. B. takes Kt. ch.
8. P. takes B.
9. Q. B. P. takes P.
9. B. checks.
10. Q. B. interposes.
10. B. takes B. ch.
11. Q. Kt. takes B.—The game is quite even.

FOURTH DEFENCE.

6. Q. to K. second sq.
7. Castles.
7. If he take P. with Kt., you win a piece.—If he move Kt. to K. fifth, or K. Kt. fifth, you take P. with Q. B. P.; and playing, lastly,
K. Kt. to K. Kt. sq.
8. Q. B. P. takes P.
8. K. B. to Q. Kt. third sq.
9. Q. B. attacks Q., and has a fine game.

SEVENTH GAME.

WHITE.

1. K. P. two sq.
2. K. Kt. to B. third sq.
3. K. B. to Q. B. fourth sq.—You may also play K. B. to K. second, and if your opponent place K. B. at Q. B. fourth, take P. with Kt.; advancing Q. P. two sq., if he retake.
4. Q. B. P. one sq.
5. Q. P. two sq.
6. Castles.
7. Kt. takes Kt.
8. K. B. P. two sq.
9. K. to K. R. sq.
10. P. takes Q.
11. Q. to Q. fifth sq.
12. Q. takes K. B. P. ch.
13. Q. takes K. Kt. P.

BLACK.

1. K. P. two sq.
2. Q. Kt. to B. third sq.
3. K. B. to Q. B. fourth sq.
4. Q. to K. second sq.—This move is recommended by SARRATT, and other writers; it is decidedly a bad one, if answered properly; ex. gr.
5. K. P. takes P.—It would be better to retreat B., but in that case, he gets a crowded game.
6. Q. Kt. to K. fourth sq.—A bad move, but play as he may you ought to win. The position is now resolved into one of the variations of the Q. P. two game.
7. Q. takes Kt.
8. P. takes P. dis. ch.—If Q. retreat, you get the better situation.
9. P. takes Q. Kt. P.—If he retreat Q., you take P. with Q. Kt.
10. P. takes R.—Q.
11. K. B. to K. second sq.—If he play Q. P., he is Mated in six moves.
12. K. to Q. sq.
13. Must lose the game.

EIGHTH GAME.

WHITE.

1. K. P. two sq.
2. K. Kt. to B. third sq.
3. K. B. to Q. B. fourth sq.
4. Q. B. P. one sq.
5. Q. P. two sq.
6. P. takes P.
7. Castles.
8. Q. Kt. to B. third sq., and the game is even.

BLACK.

1. K. P. two sq.
2. Q. Kt. to B. third sq.
3. K. B. to Q. B. fourth sq.
4. Q. P. one sq. (best).
5. P. takes P.
6. K. B. to Kt. third sq.
7. K. Kt. to B. third sq.

NINTH GAME.

WHITE.

1. K. P. two sq.
2. K. Kt. to K. B. third sq.
3. K. B. to Q. B. fourth sq.
4. Q. P. one sq.

BLACK.

1. K. P. two sq.
2. Q. Kt. to B. third sq.
3. K. B. to Q. B. fourth sq.
4. Q. P. one sq.

5. Q. B. to K. Kt. fifth (weak). 5. K. B. P. one sq. (best).
 6. Q. B. to K. R. fourth sq. 6. Black may now play K. Kt. to K. second; or, if he prefer a bold game, may advance K. R. P. two sq.; having, in either case, the better position.

TENTH GAME.

WHITE.

BLACK.

- | | |
|-------------------------------|--|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. B. fourth sq. | 3. K. Kt. to B. third (bad). |
| 4. K. Kt. to Kt. fifth sq. | 4. If Black take K. P. with Kt., you take K. B. P. with B. chg.; and on his then playing K. to K. second, you may either take Kt. with Kt., or advance Q. P. one sq. |
| 5. K. P. takes P. | 5. Kt. takes K. P. |
| 6. Kt. takes K. B. P. | 6. K. takes Kt. |
| 7. Q. to K. B. third sq. chg. | 7. K. to K. third sq. |
| 8. Q. Kt. to B. third sq. | |

FIRST DEFENCE.

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| 9. Q. P. two sq. | 8. Q. Kt. to K. second sq. |
| 10. Castles. | 9. K. R. P. one sq.—To prevent your moving Q. B. to K. Kt. fifth;—if he were to take P. with P., you would win by checking with Q. at K. fourth. |
| 11. Q. to K. fourth sq. | 10. K. Kt. P. two sq. (A.) |
| 12. K. B. P. two sq. | 11. K. B. to Kt. second sq. |
| 13. Q. B. takes P. | 12. Kt. P. takes P. |
| 14. Q. B. takes K. P. | 13. Q. to Q. third sq. |
| 15. Q. to K. Kt. fourth sq., checks and wins.—It was thought by LOLLI, that the second player could maintain his advantage; the above shows the fallacy of the supposition. | 14. B. takes B. |

(A.)

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|---------------------------------|--|
| 11. K. R. to K. sq. | 10. Q. B. P. one sq. |
| 12. P. takes P. | 11. Kt. to K. Kt. third sq. |
| 13. Q. to K. Kt. fourth sq. ch. | 12. Kt. attacks Q. (best). |
| 14. Q. to K. Kt. sixth sq. ch. | 13. If he move K. to K. B. second, you check with P., and get the better game. |
| 15. K. P. advances. | 14. Kt. to K. B. fourth sq. |
| 16. Q. to K. B. seventh sq. ch. | 14. K. to K. second sq. |
| 17. P. takes Kt. | 15. If he play Kt. to Q. fifth, you |
| 18. Q. B. to R. third sq. ch. | 16. K. to Q. third sq. |
| | 17. Q. to K. B. third sq. |
| | 18. Q. B. P. one sq. |

D

19. Q. R. checks. 19. K. to Q. B. third sq.
 20. K. B. to Q. fifth sq., checks, and ought to win.

SECOND DEFENCE.

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|----------------------------------|---|
| 9. Q. to K. fourth sq. | 8. Q. Kt. to Kt. fifth sq. |
| 10. Q. P. two sq. | 9. Q. B. P. one sq. |
| | 10. If Black play K. B. to Q. third sq., you move Q. R. P. one sq., in order to take K. Kt. with Q. Kt. |
| 11. K. B. P. two sq. | Q. to Q. third sq. |
| 12. K. B. P. takes P. | 11. Q. Kt. P. two sq. |
| 13. Castles. | 12. Q. to Q. second sq. |
| 14. Q. B. to K. Kt. fifth sq. | 13. P. takes K. B. |
| 15. P. takes Kt. dis. ch. | 14. Kt. to K. B. third sq. |
| 16. P. takes P. dis. ch. | 15. K. to B. second sq. |
| 17. Q. B. to K. R. sixth sq. ch. | 16. K. takes P. |
| 18. Q. to K. R. fourth sq. ch. | 17. K. takes B. |
| 19. R. checks. | 18. K. to Kt. third sq. |
| 20. Q. gives Checkmate. | 19. K. to Kt. second sq. |

ELEVENTH GAME.

WHITE.

BLACK.

- | | |
|---|---|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. B. fourth sq. | 3. K. B. to Q. B. fourth sq. |
| 4. Castles. | 4. K. Kt. to B. third.—A weak move; should play Q. P. one sq. |
| 5. K. Kt. to Kt. fifth sq. | 5. Q. P. two sq.—This move loses the game; Black ought instead to Castle. |
| 6. K. P. takes P. | 6. Kt. takes P. |
| 7. Kt. takes K. B. P. | 7. K. takes Kt. |
| 8. Q. to K. B. third sq. ch. | 8. K. to K. third sq. |
| 9. Q. Kt. to B. third sq. | 9. Q. Kt. to K. second sq. |
| 10. Q. Kt. to K. fourth sq. | 10. K. B. to Q. Kt. third sq. |
| 11. Kt. checks at K. Kt. fifth sq., and wins. | |

TWELFTH GAME.

WHITE.

BLACK.

- | | |
|------------------------------|---------------------------|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. B. fourth sq. | 3. The same. |
| 4. Castles. | 4. K. Kt. to B. third sq. |
| 5. K. R. to K. sq. | 5. Castles. |
| 6. Q. B. P. one sq. | 6. K. R. to K. sq. |
| 7. Q. P. two sq. | 7. P. takes P. (bad). |

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| 8. K. P. advances. | 8. K. Kt. to Kt. fifth sq. |
| 9. Q. B. P. takes P. | 9. If Black now take Q. P. with Q. Kt., you ought not to take Kt. with Kt., for he would win by moving Q. to K. R. fifth, but you should take K. B. P. with B. chg. |
| | K. B. to Q. Kt. fifth sq. |
| 10. K. B. takes P. ch. | 10. K. takes B. |
| 11. K. Kt. to Kt. fifth sq. ch. | 11. K. to Kt. sq. |
| 12. Q. takes Kt. | 12. B. takes R. |
| 13. Q. to K. B. fifth sq. | 13. Kt. to K. second sq. |
| 14. Q. takes K. R. P. ch. | 14. K. to B. sq. |
| 15. Q. to K. R. fifth sq. | 15. K. Kt. P. one sq. |
| 16. Gives Checkmate in 3 moves. | |

CHAPTER VIII.

THE QUEEN'S PAWN TWO OPENING.

THIS game, which is, in fact, a branch of the Knight's opening, has one great advantage over many others, that, even when properly defended, the first player risks nothing.

FIRST GAME.

WHITE.

BLACK.

- | | |
|--|---|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. Q. P. two sq. | 3. P. takes P. |
| 4. K. B. to Q. B. fourth sq. | 4. K. B. checks.—A distinguished player of my acquaintance thinks that the second player may now get a good game by moving Q. to K. B. third. |
| 5. Q. B. P. one sq. | 5. P. takes P. |
| 6. Castles. | 6. Black should now, perhaps, play Q. P. one sq.; but supposing P. takes P. |
| 7. Q. B. takes P.—If Black now return with K. B. to K. B. sq., you advance K. P., crowding his game, with a strong position. | |

FIRST DEFENCE.

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|--|---|
| | 7. K. Kt. to B. third sq. |
| 8. K. Kt. to Kt. fifth sq. | 8. Castles. |
| 9. K. P. one sq. | 9. If he now play K. R. P. one sq., you take K. B. P. with Kt.—If he advance Q. P. two sq., you take Kt., and then play Q. to K. R. fifth sq. |
| | K. Kt. to K. sq. |
| 10. Q. to K. R. fifth sq. | 10. K. R. P. one sq. |
| 11. Kt. takes K. B. P., and wins the game. | |

SECOND DEFENCE.

7. K. B. P. one sq.

8. If you advance Kt. to K. Kt. fifth, he moves K. Kt. to R. third, having a good game, for if you check with Q., he can retreat to K. B. sq.

Q. to Q. Kt. third sq. (A.)

IN THE FIRST PLACE.

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|---|--|
| 9. K. P. advances. | 8. K. Kt. to R. third sq. |
| 10. Kt. takes P. | 9. P. takes P. (best) |
| 11. Kt. takes Kt. | 10. Q. to K. second sq. (best) |
| | 11. If he take Kt. with Q. P., you take K. Kt. P., and then on his taking B. with Q., take his K. B. with Q. |
| | Q. Kt. P. takes Kt. |
| 12. Q. B. takes K. Kt. P. | 12. Q. takes Q. B. |
| 13. Q. takes K. B. | 13. Q. P. two sq. |
| 14. Rook checks. | 14. K. to Q. sq. |
| 15. Q. Kt. to B. third sq. | 15. P. takes B. (If) |
| 16. Q. R. checks. | 16. B. interposes. |
| 17. Q. to Q. Kt. seventh sq. | 17. Q. R. to Q. B. sq. |
| 18. Q. takes doubled P. | 18. K. R. to B. sq. |
| 19. R. takes B. ch. | 19. Q. takes R. |
| 20. Q. takes Kt. | 20. Q. to K. B. fourth sq. |
| 21. Q. to Q. second sq. ch., then, on his interposing Q., you check at K. Kt. fifth, and have a won game. | |

IN THE SECOND PLACE.

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|--|--|
| | 8. K. Kt. to K. second sq. |
| 9. K. P. advances.—It would also be good play to move Kt. to K. Kt. fifth. | |
| | 9. P. takes P. (B.) |
| 10. Kt. takes P. | 10. Q. P. two sq. |
| 11. R. to Q. sq. | 11. If Black move Q. B. to K. third, you take Q. Kt., and if he then take with K. Kt., take Q. P. with K. B. |
| | Castles. |
| 12. B. takes P. ch. | 12. Kt. takes B. |
| 13. R. takes Kt. | 13. Q. B. to K. third sq. |
| 14. R. takes Q. | 14. B. takes Q. |
| 15. R. takes Q. R. | 15. R. takes R. |
| 16. P. takes B., and ought to conquer. | |

(B.)

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|---------------------|-------------------------|
| 10. K. R. to Q. sq. | 9. Q. P. two sq. (best) |
| 11. P. takes P. | 10. Castles. |
| | 11. P. takes P. |

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|---|--------------------|
| 12. K. B. takes P. ch, | 12. Kt. takes B. |
| 13. R. takes Kt. | 13. Q. to K. sq. |
| 14. R. to K. Kt. fifth sq. ch. | 14. K. to R. sq. |
| 15. Q. to adv. K. Kt. sq. ch. | 15. R. takes Q. |
| 16. B. takes P. ch. | 16. R. interposes. |
| 17. R. takes R., and wins without difficulty. | |

(A.)

- | | |
|---|----------------------------|
| 8. K. P. advances. | 8. P. takes P. (best.) |
| 9. Kt. takes P. | 9. Kt. takes Kt. |
| 10. Q. B. takes Kt. | 10. K. Kt. to B. third sq. |
| 11. Q. to Q. R. fourth sq., having a strong attack. | |

SECOND GAME.

WHITE.

BLACK.

- | | |
|--|------------------------------|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. Q. P. two sq. | 3. P. takes P. |
| 4. K. B. to Q. B. fourth sq. | 4. K. B. to Q. B. fourth sq. |
| 5. If you now play Q. B. P. one sq., he ought to advance P. to your Q. third sq. | |
| K. Kt. to Kt. fifth sq. | |

FIRST DEFENCE.

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|---|----------------------------|
| 6. Kt. takes K. B. P. | 5. Q. Kt. to K. fourth sq. |
| 7. B. takes Kt. ch. | 6. Kt. takes Kt. |
| 8. Q. to K. R. fifth sq. ch. | 7. K. takes B. |
| 9. Q. takes K. B., and has the better position. | 8. K. Kt. P. one sq. |

SECOND DEFENCE.

- | | |
|--|---------------------------|
| 6. Kt. takes K. B. P. | 5. K. Kt. to R. third sq. |
| 7. B. takes Kt. ch. | 6. Kt. takes Kt. |
| 8. Q. to R. fifth sq. ch. | 7. K. takes B. |
| 9. Q. takes B.—COCHRANE* now prefers Black's game; but, I must confess, I cannot see in what his advantage consists. | 8. K. Kt. P. one sq. |

THIRD GAME.

WHITE.

BLACK.

- | | |
|---------------------------|---------------------------|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. Q. P. two sq. | 3. Kt. takes Q. P. (best) |

* See COCHRANE ON CHESS, Lond. 1822. 8vo.

FIRST MODE OF ATTACK.

- | | |
|---|--------------------------------|
| 4. Kt. takes Kt. | 4. P. takes Kt. |
| 5. Q. takes P. | 5. May either play Q. to K. B. |
| third, and then to K. Kt. third, if you push K. P. ; or | K. Kt. to K. second sq. |
| 6. K. B. to Q. B. fourth sq. | 6. Kt. to Q. B. third sq. |
- The game appears to be equal.

SECOND MODE OF ATTACK.

- | | |
|------------------------------|------------------------|
| 4. Kt. takes K. P. | 4. Kt. to K. third sq. |
| 5. K. B. to Q. B. fourth sq. | |

FIRST DEFENCE.

- | | |
|----------------------------------|-----------------------------------|
| 6. B. checks. | 5. Q. P. one sq. (bad). |
| 7. Kt. takes Q. B. P. | 6. Q. B. P. one sq. |
| 8. Kt. to Q. fourth sq. dis. ch. | 7. Q. to Q. Kt. third sq. (best). |
| 9. B. takes B. ch. | 8. Q. B. interposes. |
| 10. Kt. takes Kt. | 9. K. takes B. |
| | 10. P. takes Kt. |
- White ought to win.

SECOND DEFENCE.

- | | |
|---|-------------------------------------|
| 6. B. takes Kt. | 5. K. B. to Q. B. fourth sq. (bad). |
| P., you change Queens, and then take K. B. P. with Kt. chg. | 6. If Black now take B. with Q. |
| | K. B. P. takes B. |
| 7. Q. to K. R. fifth sq. ch. | 7. If he move Kt. P., you take |
| Kt. P. with Kt., and then B. with Q. | K. to K. second sq. |
| 8. Q. to K. B. seventh sq. ch. | 8. King moves. |
| 9. Q. B. to K. B. fourth sq. | 9. If Black move Kt. to K. second |
| sq., or advance Q. Kt. P., you play Q. Kt. to B. third, and | afterwards check with Q. R. |
| | Kt. attacks Q. |
| 10. Kt. takes Q. P. dis. ch. | 10. K. to Q. B. third sq. |
| 11. Q. takes K. P. ch. | 11. B. interposes. |
| 12. Kt. to K. fifth sq. ch. | 12. K. to Q. Kt. third sq. |
| 13. Q. to Q. Kt. third sq. ch. | 13. K. to Q. R. third sq. |
| 14. Mates in three moves. | |

THIRD DEFENCE.

- | | |
|-----------------------------|----------------------------------|
| | 5. Plays as his best, either, |
| | Q. B. P. one sq., or, |
| | Q. to K. B. third.—If the |
| | latter :— |
| 6. Kt. to K. Kt. fourth sq. | 6. Q. to K. Kt. third, and has a |
| | secure defence. |

CHAPTER IX.

THE KING'S BISHOP'S OPENING.

FIRST GAME.

WHITE.

BLACK.

1. K. P. two sq.
 2. K. B. to Q. B. fourth sq.
 3. Your best move is now, I think, Q. Kt. to B. third sq.; on which he brings out K. Kt., and the game is equal.—Or you may at once take P. with P., and support it by advancing K. Kt. P. B. takes Kt. (If)
 4. K. P. takes P.
 5. Q. checks.—You may also play K. Kt. P. two sq., on which the opening resolves itself into a species of Gambit; I should, however, prefer Black's game.
 6. If you take K. R. P. with Q., Black plays R. to Kt. second, and then takes P. with P. K. P. takes P.
 7. Q. takes K. R. P.; it is evident, that if you take K. P., you lose Q. for R.
 8. Q. takes Q. B. P.
1. K. P. two sq.
 2. K. B. P. two sq.—This move may be ventured, even with an equal player.
 3. R. takes B.
 4. Q. P. two sq.—This would have been the correct move, had you taken P. on Move 3.
 5. K. Kt. P. one sq.
 6. R. takes P.
 7. Q. to K. B. third sq.
 8. Q. Kt. to B. third sq.
- Black has a won game, from the strength of his position.

SECOND GAME.

WHITE.

BLACK.

1. K. P. two sq.
 2. K. B. to Q. B. fourth sq.
 3. If you like a brilliant game, you may, now, as in the Knight's Game, advance Q. Kt. P. two sq., and if he take it with K. B., play K. B. P. two sq., or Q. B. P. one sq.
 4. Q. P. two sq.
 5. K. P. advances.
1. K. P. two sq.
 2. If Black now play Q. B. P. one sq., you may move Q. to K. second, or Q. P. two sq. If, again, he move K. Kt. to B. third, you also play out K. Kt. K. B. to Q. B. fourth sq.
 3. K. Kt. to B. third sq.
 4. P. takes P. (best).

FIRST DEFENCE.

6. You may either retreat B. to Q. Kt. third sq., or play thus: P. takes Kt.
5. Q. P. two sq. (bad)
6. P. takes B.

7. If you move Q. to K. R. fifth, he Castles, and if you take B., checks with R., and then takes Q. B. P. with P.
 P. takes K. Kt. P. 7. R. to Kt. sq.
 8. Q. to Q. R. fourth sq. ch. 8. Q. Kt. to B. third sq.
 9. Q. takes P., but you have not so good a position, as, if at Move 6, you had retreated B.

SECOND DEFENCE.

5. Kt. to K. fifth sq.
 6. K. B. takes P. ch. 6. K. takes B.
 7. Q. to K. B. third sq. ch. 7. K. to Kt. sq. (best).
 8. Q. takes Kt. 8. Q. P. two sq.
 9. P. takes P. en passant. 9. Q. takes P., &c.

THIRD DEFENCE.

5. Q. to K. second sq.
 6. Q. B. P. takes P. 6. K. B. checks.
 7. K. to B. sq. (best). 7. K. Kt. to K. fifth.—If he return with Kt. to Kt. sq., you bring out K. Kt.
 8. Q. to K. Kt. fourth sq. 8. If Black play Kt. to K. B. third, you cannot take it, on account of the impending mate, but would win a piece by taking K. Kt. P.—If, again, he play Kt. to Q. third, you win by withdrawing B. to K. second sq.—His best move is, Q. B. P. one sq., and on your then taking Kt. with Q., he pushes Q. P. two sq.; you take this P. with B., and remain with two Pawns.—If
 K. B. P. two sq.
 9. If you take P. with Q., he plays Kt. to Q. third; therefore, as the best move,
 Q. to R. fifth sq. ch. 9. K. Kt. P. one sq.
 10. Q. to K. R. sixth sq. 10. Q. B. P. one sq.
 11. K. B. P. one sq. 11. Q. P. two sq.
 12. K. B. to K. second sq., winning a piece.

THIRD GAME.

WHITE.

BLACK.

1. K. P. two sq. 1. K. P. two sq.
 2. K. B. to Q. B. fourth sq. 2. K. B. to Q. B. fourth sq.
 3. Q. B. P. one sq. 3. Q. to K. Kt. fourth sq. (best).

IN THE FIRST PLACE.

4. K. Kt. P. one sq. 4. Q. to K. Kt. third sq.
 5. If you move Q. P. one sq., he does the same; and playing Q. to K. second sq. 5. Q. P. one sq.
 6. K. Kt. to B. third sq. 6. Q. B. to K. Kt. fifth, threatening to play Q. to K. R. fourth, &c.

IN THE SECOND PLACE.

4. Q. to K. B. third sq. (best). 4. Q. to Kt. third sq.
 5. If you now bring K. Kt. to R. third, he does the same, castling afterwards, if you castle.
 K. Kt. to K. second sq. 5. Q. P. one sq.
 6. Q. P. two sq., and the game is equal. The Modenese * says, that Black may now win a Pawn, by playing Q. B. to K. Kt. fifth. Both he and LOLLI overlook the counter move.—If Q. B. to K. Kt. fifth sq.
 7. K. B. takes P. ch., and you win P. instead of losing one.

FOURTH GAME.

WHITE.

BLACK.

1. K. P. two sq. 1. K. P. two sq.
 2. K. B. to Q. B. fourth sq. 2. The same.
 3. Q. to K. Kt. fourth sq. 3. Q. to K. B. third sq.
 4. Q. P. two sq.—Bold but somewhat *risky*; if the second player do not play very carefully, you get a strong attack.
 4. B. takes P.
 5. K. Kt. to B. third sq. 5. If Black now play Q. to K. Kt. third, you move K. Kt. to Kt. fifth.—If he play K. Kt. to K. second, you retreat Q. to Kt. third; perhaps his best move is K. R. P. one sq.—If
 Q. Kt. to B. third sq.
 6. Q. to K. Kt. third sq. 6. Q. P. one sq.
 7. May either play Q. R. P. two sq., and presently Q. B. P. one sq., or Castle; or
 Q. B. attacks Q. 7. Q. to Kt. third sq.
 8. Q. Kt. to Q. second, threatening to win Q., but Black has time to foil the attack.

FIFTH GAME.

WHITE.

BLACK.

1. K. P. two sq. 1. The same.
 2. K. B. to Q. B. fourth sq. 2. The same.
 3. Q. to K. R. fifth sq. 3. Q. to K. second sq. (best).
 4. K. Kt. to B. third sq. 4. Q. P. one sq.
 5. K. Kt. to Kt. fifth sq. 5. Kt. attacks Q.
 6. K. B. takes P. ch. 6. K. to Q. sq.
 7. Q. to K. R. fourth sq. 7. K. R. to K. B. sq.
 8. K. B. to Q. B. fourth sq. 8. Black should now play K. Kt. to Kt. fifth.—If
 Kt. takes K. P.
 9. Q. P. two sq. 9. Kt. takes K. B. P. (best).

* Osservazione pratiche sopra il giuoco degli Scacchi per un Anonimo Modenese. (ERCOLE DEL RIO.) Modena, 1750. 4to.

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| 10. P. takes B. | 10. Kt. takes Rook. |
| 11. Q. Kt. to B. third sq. | 11. If he move Q. B. P. one sq., you take P. with P., and if he then play Q. to K. sq., you Mate in three moves; but playing Q. instead to K. B. third, you win her by moving Q. Kt. to K. fourth.—Lastly, if he now play Q. to K. B. third, you answer with Q. B. to K. third, and have a forced won game. |
| 12. Q. Kt. attacks Q. | 11. K. R. P. one sq.
12. If Q. retreat to Q. second, you check with K. Kt. at K. sixth; Black moves K. to K. sq., and you take Q. B. P. with Q. Kt. chg. Q. to K. sq. |
| 13. K. Kt. to K. sixth sq. ch. | 13. K. to Q. second sq. |
| 14. Q. Kt. takes Q. B. P. | 14. If he move Q. to K. B. second, you check with P., and win Q.; for if he take P. with K., you Mate in three moves. |
| 15. Q. takes Q. | Q. to K. second sq.
15. K. takes Q. |
| 16. Kt. takes K. R. | 16. K. takes Kt. |
| 17. Kt. takes Q. R., and ought to win. | |

SIXTH GAME.

WHITE.

BLACK.

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|---|---|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. B. to Q. B. fourth sq. | 2. The same move. |
| 3. Q. B. P. one sq. | 3. Q. P. two sq. |
| 4. You may now get an equal game by playing Q. P. two sq. also.
—Or
K. B. takes P.—If you had taken P. with P., Black would play Q. to K. R. fifth. | 4. K. Kt. to B. third sq. |
| 5. Your best move is Q. P. two sq., which leads to an even position. Supposing Q. to Q. Kt. third sq. (inferior). | 5. Castles. |
| 6. B. takes Q. Kt. P. | 6. B. takes B. |
| 7. Q. takes B. | 7. Black now gets the better game by playing Q. to Q. sixth; he may also move Q. B. P. one sq., and if you take R. with Q., bring Q. to Q. Kt. third, &c. |

CHAPTER X.

CAPTAIN EVANS'S OPENING.

THIS game turns on the first player's sacrificing his Q. Kt. P., in order to take up an attacking position. The defence is extremely difficult to discover, and it would appear that the Pawn may be

given up in this manner, with quite as much chance of ultimate compensation as in any of the Gambits.—The following are the principal variations, for a great part of which I have to thank my friend, CAPT. EVANS, who first introduced this beautiful opening.

FIRST GAME.

WHITE.

1. K. P. two sq.
2. K. Kt. to B. third sq.
3. K. B. to Q. B. fourth sq.
4. Q. Kt. P. two sq.
5. Q. B. P. one sq.
6. Castles.
7. Kt. to K. Kt. fifth sq.
8. K. B. P. two sq.

Q. P. two sq. ; and if he take P. with P., advance K. P.

BLACK.

1. The same.
2. Q. Kt. to B. third sq.
3. The same.
4. B. takes Kt. P.—If he do not take the P., you attack Kt. with it.
5. K. B. to Q. R. fourth sq.
6. K. Kt. to B. third sq.
7. Castles (best).
8. If he check with B., you move

FIRST DEFENCE.

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| 9. K. Kt. takes K. B. P. | K. R. P. one sq. |
| 10. B. takes R. ch. | 9. R. takes Kt. |
| 11. K. B. P. takes P. | 10. K. takes B. |
| 12. Q. to K. R. fifth sq. ch. | 11. Q. Kt. takes P. |
| 13. Q. to K. B. fifth sq. ch. | 12. K. to K. third sq. |
| 14. Q. P. two squares, winning easily. | 13. K. to Q. third sq. |

SECOND DEFENCE.

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|--|--------------------------|
| 9. Q. P. two sq. | 8. K. P. takes K. B. P. |
| 10. Q. B. takes P. | 9. K. R. P. one sq. (A.) |
| 11. Q. B. takes P. | 10. P. takes Kt. (bad). |
| 12. Q. B. takes Kt. | 11. Q. P. one sq. |
| 13. Q. to R. fifth, and then moves K. R. to K. B. fourth, having a winning game. | 12. P. takes B. |

(A.)

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|---------------------------------------|-------------------------------|
| 10. K. R. P. one sq. | 9. Q. P. one sq. |
| 11. Q. B. takes P. | 10. The same. |
| 12. Q. B. takes P. | 11. P. takes Kt. |
| 13. K. to R. sq. | 12. K. B. to Q. Kt. third sq. |
| 14. R. takes Kt. | 13. Q. Kt. to K. second sq. |
| 15. Q. B. takes P., and ought to win. | 14. P. takes R. |

THIRD DEFENCE.

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| 9. Kt. takes K. B. P. | 8. K. Kt. takes K. P. |
| | 9. R. takes Kt. |

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| 10. B. takes R. ch. | 10. K. takes B. |
| 11. Q. to K. B. third sq. (best). | 11. If he move K. Kt. to B. third, you take P. with P.
K. B. checks. |
| 12. Q. P. two sq.
take Kt. with Q. ; not fearing the check. | 12. If he takes Q. P. with P., you
Q. Kt. takes P. |
| 13. Q. takes K. Kt.
seventh, or K. seventh ch., you play K. to corner, and will win. | 13. If he move Q. Kt. to Q. B.
Q. Kt. to K. third sq. dis. ch. |
| 14. K. to R. sq.
third, you answer with Q. to Q. B. fourth, and if he then retire K. to K. second sq., advance K. B. P. | 14. If Black play Q. to K. B.
Q. P. attacks Q. (B.) |
| 15. Q. takes K. R. P. | 15. K. P. one sq. |
| 16. K. B. P. one sq. | 16. Kt. to K. B. sq. |
| 17. Q. to K. R. fifth sq. ch. | 17. K. to K. Kt. sq. |
| 18. Q. B. attacks Q., and wins. | |

(B.)

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| 15. K. B. P. one sq. | 14. K. to Kt. sq. |
| 16. B. takes Kt. | 15. Kt. to K. Kt. fourth sq. |
| 17. Q. to Q. fifth sq. ch. | 16. Q. takes B. |
| 18. Q. takes K. P. | 17. K. to R. sq. |
| 19. Q. Kt. to Q. second sq., and ought to win. | 18. K. R. P. one sq. |

FOURTH DEFENCE.

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| 9. Q. P. one sq. | 8. Q. P. one sq. |
| 10. K. B. P. one sq. | 9. Black's best move now is Q. B. to Kt. fifth, and on your playing Q. to K. sq., he must not advance Q. Kt. to Q. fifth, neither should he play K. R. P. one sq.; but takes P. with P., and on your taking P. with Q. B., may move K. R. P. one sq., and gets a good game.
Supposing, however, |
| 11. B. takes P. | K. R. P. one sq. |
| 12. K. to R. sq. | 10. P. takes Kt. |
| 13. Q. to K. sq. | 11. K. B. checks. (C.) |
| 14. P. takes Kt. | 12. Q. Kt. to R. fourth sq. |
| | 13. Q. Kt. takes B. |
| | 14. If he move K. R. to K. sq.,
you play Q. to K. R. fourth sq. and ought to win.
Q. P. one sq. |
| 15. Q. B. P. takes P. | 15. Q. to Q. third sq. |
| 16. Q. to K. R. fourth sq.—If Black now move Kt., you advance K. B. P., and get a winning game; if he play any other move you advance K. R. to K. B. third, and then place K. R. at K. R. third, according to the play of the Black. | |

(C.)

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| 12. Q. to K. sq. | 11. Q. Kt. to Q. Kt. sq. |
| 13. K. R. to B. third sq. | 12. Q. Kt. to Q. second sq. |
| 14. Q. to K. R. fourth sq. | 13. K. R. to K. sq. |
| 15. K. R. to R. third sq. | 14. Q. B. P. one sq. |
| 16. Q. to R. eighth sq. ch. | 15. K. to B. sq. |
| 17. Q. takes Kt. P. | 16. K. to K. second sq. |
| 18. R. to R. sixth sq. | 17. R. to B. sq. |
| 19. K. to B. sq. | 18. Q. to Q. Kt. third sq. ch. |
| | 19. K. to Q. sq.—If he had played
Q. to Kt. seventh, you would Mate in six moves. |
20. B. takes Kt. ch.—If he take B., you give Mate in five moves; if he play K. to K. sq., you Mate in four moves; and lastly, playing K. to Q. B. second, you win by moving B. to K. seventh.

FIFTH DEFENCE.

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|---|---|
| 9. K. P. takes Q. P. | 8. Q. P. two sq. |
| | 9. If he move Q. B. to Kt. fifth,
you place Q. at Q. B. second.
K. Kt. takes P. |
| 10. Q. B. to R. third sq.
you take P. with K. B. P.; and on his taking P. with Q. Kt.,
move Q. to R. fifth; Black then plays K. R. P. one sq., and
you win by taking K. B. P. with Kt. | 10. If he play K. Kt. to K. second,
R. to K. sq. |
| 11. Q. to K. R. fifth sq.
you Checkmate in three moves. | 11. If he play K. Kt. to B. third,
K. R. P. one sq. |
| 12. Q. takes K. B. P. ch. | 12. K. to corner. |
| 13. B. takes Kt. | 13. K. P. takes K. B. P. |
| 14. Q. to K. Kt. sixth sq.
with Q., you Mate in 4 moves. | 14. Game lost; for if he take Kt. |

SECOND GAME.

Moves 1 to 5 as in the First Game.

WHITE.

BLACK.

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| 6. Castles. | 5. K. B. to Q. B. fourth sq.—If
Black play K. B. to K. second, you move Q. to Q. Kt. third;
and on his then playing Kt. to K. R. third, answer with Q.
P. two sq. |
| 7. Q. P. two sq. | 6. Q. P. one sq. |
| 8. P. takes P. | 7. P. takes P. (best). |
| 9. Q. B. to Q. Kt. second sq. | 8. B. to Q. Kt. third sq. |
| | 9. Q. B. to K. Kt. fifth.—The
move of K. Kt. to B. third, is analyzed in Game VI. |

10. K. B. to Q. Kt. fifth sq. 10. Q. R. P. one sq.
 11. Q. P. one sq. 11. P. takes B.—If he had played
 K. Kt. to B. third, you answer with K. B. to Q. R. fourth.
 12. P. takes Q. Kt., and has the better game.

THIRD GAME.

Moves 1 to 6 as in the Second Game.

WHITE.

BLACK.

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|--------------------------------|---|
| 7. Q. P. two sq.—May also play | 6. K. Kt. to B. third sq.
Q. to Q. B. second sq. |
| 8. P. takes P. | 7. P. takes P. |
| 9. K. P. advances. | 8. B. to Q. Kt. fifth sq. |
| 10. Q. to K. second sq. | 9. K. Kt. to K. fifth sq. |
| 11. Q. Kt. takes Kt. | 10. K. Kt. to Q. B. sixth sq. |
| 12. Kt. to Kt. fifth sq. | 11. K. B. takes Kt. |

FIRST DEFENCE.

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|---|----------------------|
| 13. Q. to K. R. fifth sq. | 12. Castles. |
| 14. Kt. takes K. B. P. | 13. K. R. P. one sq. |
| 15. Q. takes R. ch. | 14. R. takes Kt. |
| 16. Q. B. to K. Kt. fifth sq., and the game is won. | 15. K. to R. sq. |

SECOND DEFENCE.

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|---------------------------------------|--|
| 13. Q. to K. third.—May also play | 12. Q. Kt. takes Q. P.
Q. to K. R. fifth. |
| 14. K. B. takes P. ch. | 13. B. takes R. |
| 15. Q. B. checks. | 14. K. to B. sq. |
| 16. P. takes P., with a winning game. | 15. Q. P. one sq. |

THIRD DEFENCE.

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|------------------------------|--|
| 13. K. B. takes P. ch. | 12. B. takes Rook. |
| 14. Q. B. checks. | 13. K. to B. sq. |
| | 14. If he interpose Kt., you move
Q. to K. B. third.
Q. P. one sq. |
| 15. K. P. takes P. | 15. P. takes P. |
| 16. Q. B. takes P. ch. | 16. Kt. interposes. |
| 17. Q. B. to Q. R. third sq. | 17. K. B. to Q. B. sixth sq. |
| 18. Q. to K. B. third. | 18. If he move K. Kt. P. one sq.,
you Checkmate in eight moves, and if he take Q. P., you win
by playing K. R. to Q. sq. |

FOURTH GAME.

Moves 1 to 6 as in the Second Game.

WHITE.

BLACK.

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|--|-----------------------------------|
| 7. Q. P. two sq. | 6. K. Kt. to B. third sq. |
| 8. P. takes P. | 7. P. takes P. |
| 9. K. P. advances. | 8. B. to Q. Kt. third sq. |
| you move K. R. to K. sq.; if he play K. Kt. to K. fifth, or R. fourth, you move K. Kt. to Kt. fifth. | 9. If he play K. Kt. to K. fifth, |
| | K. Kt. home. |
| 10. Q. P. one sq. | |

FIRST DEFENCE.

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|---|-----------------------------|
| 11. Q. P. advances. | 10. Q. Kt. to K. second sq. |
| 12. P. takes P. | 11. P. must take P. |
| 13. Q. to Q. fifth sq. | 12. Q. Kt. to B. third sq. |
| 14. Q. to K. fourth sq. ch. | 13. Q. to K. B. third sq. |
| 15. K. R. to K. sq. | 14. K. to B. sq. |
| 16. Q. B. to K. Kt. fifth sq. | 15. Q. to Q. sq. |
| 17. Q. to Q. fifth sq., winning easily. | 16. K. B. P. one sq. |

SECOND DEFENCE.

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| 11. Q. B. to K. Kt. fifth sq. | 10. Q. Kt. to Q. R. fourth sq. |
| 12. K. P. takes P. | 11. K. B. P. one sq. (D.) |
| | 12. If he take P. with P., you move Kt. to K. fifth. |
| | K. Kt. takes P. |
| 13. Q. P. one sq. | 13. K. R. P. one sq. (E.) |
| 14. K. R. checks. | 14. K. to B. sq. |
| 15. Q. B. takes Kt. | 15. Q. takes B. |
| 16. Q. to K. second sq., and must win. | |

(D.)

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|--|-------------------------------|
| 12. Q. P. one sq. | 11. K. Kt. to K. second sq. |
| 13. P. takes P. | 12. P. takes P. |
| 14. P. takes Kt. | 13. K. B. P. one sq. |
| take P. with K., you Mate in three moves. | 14. Q. to Q. B. second.—If he |
| 15. K. B. to Q. fifth sq. | 15. P. takes B. |
| 16. Kt. takes P., and has sufficient advantage to win. | |

(E.)

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|---|---------------------|
| | 13. Kt. takes K. B. |
| 14. Q. to K. second sq. ch. | 14. K. to B. sq. |
| 15. Q. takes Kt., with the better game. | |

FIFTH GAME.

WHITE.

1. K. P. two sq.
2. K. Kt. to B. third sq.
3. K. B. to Q. B. fourth sq.
4. Q. Kt. P. two sq.
5. Q. B. P. one sq.
6. Castles.
7. Q. P. two sq.

BLACK.

1. The same.
2. Q. Kt. to B. third sq.
3. The same.
4. B. takes Kt. P.
5. B. to Q. R. fourth sq.
6. Q. P. one sq.

FIRST DEFENCE.

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|---|---------------------------------|
| 8. Q. to Q. R. fourth sq. | 7. K. Kt. to B. third sq. |
| 9. K. B. to Q. fifth sq. | 8. K. Kt. takes K. P. (F.) (G.) |
| 10. K. B. takes Kt. ch. | 9. K. B. takes Q. B. P. |
| 11. Q. Kt. takes B. | 10. P. takes B. |
| 12. Q. takes P. ch., and winning a piece. | 11. Kt. takes Kt. |

SECOND DEFENCE.

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|---|----------------------------|
| 8. P. takes P. | 7. P. takes P. |
| 9. Q. P. one sq. | 8. Q. to K. second sq. |
| 10. Kt. takes Kt. | 9. Q. Kt. to K. fourth sq. |
| 11. Q. to Q. R. fourth sq. ch. | 10. Q. takes Kt. |
| 12. Q. takes K. B. | 11. Q. B. interposes. |
| 13. Q. Kt. to B. third sq. | 12. Q. takes R. |
| 14. Q. to Q. R. third sq., winning Queen. | 13. Q. Kt. P. one sq. |

(F.)

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| 9. Q. P. one sq. | 8. Q. B. to Q. second sq. |
| you take Kt. with P., and on his taking P. with B., play K. B. to Q. Kt. fifth. | 9. If he move K. B. to Kt. third, Q. Kt. to Q. fifth sq. |
| 10. Q. takes K. B. | 10. Kt. to Q. B. seventh sq. |
| 11. K. B. to Q. third sq. | 11. Kt. takes R. |
| 12. Q. B. to Kt. second sq., with the best of the game. | |

(G.)

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|------------------------------|------------------------------|
| 1. K. P. two sq. | 1. The same. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. B. fourth sq. | 3. The same. |
| 4. Q. Kt. P. two sq. | 4. B. takes Kt. P. |
| 5. Q. B. P. one sq. | 5. B. to R. fourth sq. |
| 6. Castles. | 6. Q. P. one sq. |
| 7. Q. P. two sq. | 7. K. Kt. to B. third sq. |
| 8. Q. to Q. R. fourth sq. | 8. K. P. takes P. |
| 9. K. P. advances. | 9. If he move Q. P., you may |

either take K. Kt., or play K. B. to Q. Kt. fifth.—If he take P. with Q. P., you take K. P. with Kt.

- | | |
|-------------------------------|---|
| | K. Kt. to Kt. fifth sq. |
| 10. Q. B. P. takes P. | 10. Q. B. to Q. second sq. (best). |
| 11. Q. to Q. R. third sq. | 11. If Black play Q. to K. second, you attack Kt. with R. P., and on his retreating Kt. to R. third, play Q. B. to K. Kt. fifth; he then moves Q. to K. B. sq., and you advance Q. P. |
| 12. Q. B. to K. Kt. fifth sq. | K. B. to Kt. third sq. |
| 13. P. takes Q. P. | 12. K. B. P. one sq. |
| 14. Rook checks. | 13. P. takes P. (best). |

FIRST DEFENCE.

- | | |
|-------------------------------------|-------------------------------|
| | 14. Q. Kt. to K. second sq. |
| 15. Q. B. to K. B. fourth sq. | 15. K. B. to Q. B. second sq. |
| 16. Q. Kt. to B. third sq. | 16. K. to B. sq. |
| 17. R. takes Kt., and ought to win. | |

SECOND DEFENCE.

- | | |
|---------------------------------|---|
| | 14. K. to B. sq. |
| 15. Q. takes P. ch. | 15. Q. Kt. interposes. |
| 16. Q. B. to Q. second sq. | 16. Q. B. to K. B. fourth. (H.) |
| 17. Q. B. to Q. Kt. fourth sq. | 17. Q. takes Q. |
| 18. B. takes Q. | 18. Q. R. to K. sq. (I.) |
| 19. Q. Kt. to B. third sq. | 19. If he play B. to Q. R. fourth, you take Kt. with R. |
| | K. B. to Q. sq. |
| 20. Q. Kt. to Q. fifth sq. | 20. K. Kt. to R. third sq. |
| 21. Q. Kt. takes Kt. | 21. B. takes Kt. |
| 22. R. takes B. | 22. R. takes R. |
| 23. Q. R. to K. sq. | 23. K. Kt. home. |
| 24. B. takes Kt., and will win. | |

(H.)

- | | |
|---|-------------------------------|
| | 16. K. B. to Q. B. second sq. |
| 17. Q. to Q. R. third sq. | 17. Q. R. P. two sq. |
| 18. K. R. P. one sq., with the better game. | |

(I.)

- | | |
|---|------------------------|
| | 18. K. B. to Q. sq. |
| 19. Q. Kt. to B. third sq. | 19. Q. R. to Q. B. sq. |
| 20. Q. Kt. to Q. fifth sq. | 20. R. takes B. |
| 21. Kt. takes Kt., and forces the game. | |

SIXTH GAME.

WHITE.

BLACK.

- | | |
|---------------------------|---------------------------|
| 1. K. P. two sq. | 1. The same. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |

E

- | | |
|-------------------------------|------------------------------|
| 3. K. B. to Q. B. fourth sq. | 3. The same. |
| 4. Q. Kt. P. two sq. | 4. B. takes Kt. P. |
| 5. Q. B. P. one sq. | 5. K. B. to Q. B. fourth sq. |
| 6. Castles. | 6. Q. P. one sq. |
| 7. Q. P. two sq. | 7. K. P. takes P. |
| 8. P. takes P. | 8. B. to Q. Kt. third sq. |
| 9. Q. B. to Q. Kt. second sq. | 9. K. Kt. to B. third sq. |
10. K. P. one sq.—If instead of this move you play Q. Kt. to Q. second, it appears to me that Black should not attack K. Kt. with Q. B., but rather Castle, which move, as far as I can see, gives him a better game than he gets if the K. P. is advanced.

FIRST DEFENCE.

- | | |
|---|--|
| | 10. Q. P. one sq. |
| 11. P. takes Kt. | 11. P. takes B. |
| 12. Rook checks. | 12. If he play to B. sq., you win by advancing Q. P. K. to Q. second sq. |
| 13. Q. P. one sq. | 13. K. R. to K. sq.—It is obvious that he cannot remove Kt. |
| 14. P. takes Kt. ch. | 14. K. takes P. |
| 15. Q. to Q. R. fourth sq. ch. and forces the game. | |

SECOND DEFENCE.

- | | |
|--|------------------------|
| | 10. P. takes P. |
| 11. Q. B. to R. third sq. | 11. K. P. one sq. (K.) |
| 12. Q. to Q. Kt. third sq., threatening Mate in two moves. | |

IN THE FIRST PLACE.

- | | |
|---|---|
| | 12. Q. B. to K. third sq. |
| 13. B. takes B. | 13. P. takes B. |
| 14. Q. takes P. ch. | 14. Kt. interposes. |
| 15. K. Kt. to K. fifth sq. | 15. K. R. to K. B. sq. |
| 16. Q. Kt. to B. third sq. | 16. If he now take Q. P. with B., you win by playing Q. R. to Q. sq.; and if, instead, he retreat K. Kt. to K. Kt. sq., you take P. with Kt. Q. B. P. one sq. |
| 17. Q. P. one sq. | 17. If he take P. with K. Kt., you take P. with Q. Kt., maintaining a powerful attack. P. takes P. |
| 18. Q. R. to Q. sq., and the game is virtually won. | |

IN THE SECOND PLACE.

- | | |
|-------------------------|----------------------------|
| | 12. Q. to Q. second sq. |
| 13. Kt. to K. fifth sq. | 13. Kt. takes Kt. |
| 14. P. takes Kt. | 14. Kt. to Kt. fifth sq. |
| 15. K. R. to Q. sq. | 15. Q. to K. B. fourth sq. |

16. B. takes P. ch. 16. Q. takes B.
 17. R. to adv. Q. sq. ch., and wins Queen.

(K.)

12. Q. to Kt. third sq. 11. B. takes P.

FIRSTLY.

- | | |
|--|-----------------------------|
| 13. B. takes B. | 12. Q. B. to K. third sq. |
| 14. Q. takes P. ch. | 13. K. B. P. takes B. |
| 15. Kt. takes B. | 14. Kt. interposes. |
| 16. K. R. to K. sq. | 15. P. takes Kt. |
| 17. Q. Kt. to B. third sq. | 16. K. Kt. to Q. fourth sq. |
| 18. Q. R. to Q. sq., and cannot fail of success. | 17. P. takes Kt. |

SECONDLY.

- | | |
|--|----------------------------|
| 13. Kt. to K. Kt. fifth sq. | 12. Q. to Q. second sq. |
| 14. Q. Kt. to B. third sq. | 13. Q. Kt. to Q. sq. |
| 15. Q. R. to Q. sq. | 14. B. takes Kt. |
| 16. R. takes B. | 15. K. B. to Q. fifth sq. |
| 17. K. R. checks. | 16. P. takes R. |
| 18. Changes Knights, and forces the Queen, &c. | 17. Q. Kt. to K. third sq. |

SEVENTH GAME.

Moves 1 to 9, as in the last game.

WHITE.

BLACK.

10. K. P. one sq.—If he move K. B. P. another sq., you take Q. P. with K. P.—If instead he play Q. Kt. to R. fourth, you may take K. Kt. with K. B., and then take Q. P. with K. P., or preserve a strong attack by another mode of play.

IN THE FIRST PLACE.

- | | |
|-------------------------------|--|
| 11. Q. P. one sq. | 10. Q. P. takes P. |
| 12. K. Kt. takes K. P. | 11. Kt. to Q. R. fourth. (L.) (M.) |
| | 12. If he take K. B. with Kt. you retake Kt. with Kt. |
| | P. takes Kt. |
| 13. Q. to K. R. fifth sq. ch. | 13. If Black play K. to B. sq. you check with B. at R. third sq., and on his interposing Kt., win by advancing Q. P. |

14. K. B. checks, and forces the game.

(L.)

- | | |
|--|--------------------------------|
| | 11. Q. Kt. to K. second sq. |
| 12. K. Kt. takes P. | 12. K. B. P. takes Kt. |
| 13. Q. to K. R. fifth sq. ch. | 13. Q. Kt. to K. Kt. third sq. |
| 14. K. R. to K. sq., certain of success. | |

(M.)

- | | |
|---|----------------------------|
| | 11. Q. Kt. to Q. fifth sq. |
| 12. K. Kt. takes K. P. | 12. K. B. P. retakes. |
| 13. Q. checks at K. R. fifth sq., and has a won game. | |

IN THE SECOND PLACE.

- | | |
|---|--|
| | 10. K. B. P. takes P. |
| 11. Q. P. takes P. | 11. If he take P. with Kt., you change Knights, and win by checking with Q. at K. R. fifth. P. takes P. |
| 12. Q. to Q. Kt. third sq. | 12. If Black play K. Kt. to K. second, you check with K. B., and then move K. R. to Q. sq. K. Kt. to R. third sq. |
| 13. Kt. takes K. P. | 13. If he take Kt. with Kt., you take Kt. with B., &c. Q. Kt. to R. fourth sq. |
| 14. B. to K. B. seventh sq. ch. | 14. If he move K. to B. sq., you play Q. to Q. B. third, and if Black then take B. with Kt. you change Kts., and take K. Kt. P. with Q. chg. K. to K. second sq. |
| 15. Q. to Q. B. third sq. | 15. Kt. takes K. B. |
| 16. Kt. takes Kt. | 16. K. takes Kt. |
| 17. Q. takes Kt. P. ch. | 17. K. to K. third sq. |
| 18. K. R. checks, and forces Checkmate in a very few moves. | |

IN THE THIRD PLACE.

- | | |
|-------------------------------------|----------------------------------|
| | 10. Q. P. one sq. |
| 11. K. P. takes K. B. P. | 11. K. Kt. takes P. |
| 12. K. R. checks. | 12. Q. Kt. to K. second sq. (O.) |
| 13. Q. B. to R. third sq. | 13. K. Kt. to Kt. sq. (P.) |
| 14. K. Kt. to K. 5th sq. | 14. K. Kt. P. one sq. (Q.) |
| 15. Q. to K. B. third sq. | 15. K. Kt. to R. third sq. (R.) |
| 16. Kt. takes Kt. P. | 16. P. takes Kt. |
| 17. R. takes Kt., checks, and wins. | |

(O.)

- | | |
|----------------------------|----------------------------|
| | 12. K. Kt. to K. fifth sq. |
| 13. Q. Kt. to B. third sq. | 13. P. takes B. |
| 14. R. takes Kt. ch. | 14. Q. Kt. interposes. |
| 15. Q. B. to R. third sq. | 15. Q. B. P. two sq. |

16. P. takes Q. B. P. 16. Q. takes Q. ch.
 17. R. takes Q., and wins a Piece immediately.

(P.)

14. P. takes P. 13. Q. B. P. two sq.
 14. If he play K. B. to Q. R.
 fourth, you check with Q. at Q. R. fourth, and then take Kt.
 with R., &c.

15. Q. Kt. to B. third sq. P. takes B.
 15. K. B. to Q. R. fourth sq.
 16. Q. to Q. R. fourth sq. ch. 16. Q. B. covers.
 17. R. takes Kt. ch. 17. K. takes R.
 18. Q. B. P. advances, checks, and wins.

(Q.)

15. Q. to K. R. 5th sq. ch. 14. P. takes B.
 15. Kt. P. interposes.
 16. Kt. takes Kt. P. 16. P. takes Kt.
 17. Q. takes Rook, and will win.—Observe that if on the last move,
 Black had played K. Kt. to B. third, you would move Q. to
 K. fifth.

(R.)

15. Black has two other moves,
 and plays:—

IN THE FIRST PLACE.

16. K. B. checks. Q. B. to K. third sq.
 16. P. interposes.
 17. Kt. takes Q. B. P., and wins without much trouble.

IN THE SECOND PLACE.

16. K. B. checks. 15. Q. B. to K. B. fourth sq.
 16. P. interposes.
 17. B. takes P. ch. 17. P. takes B.
 18. Kt. takes Q. B. P. 18. Q. moves off.
 19. Kt. takes Kt., and remains in a winning position.

CHAPTER XI.

THE Q. B. PAWN'S OPENING.

WHITE.

BLACK.

1. K. P. two sq. 1. K. P. two sq.
 2. Q. B. P. one sq.—PHILIDOR was in error when he condemned
 this move; it may be played with safety.
 2. Q. P. two sq. (best).

3. K. Kt. to B. third sq.—If he now attack Kt. with Q. B., you win a Pawn by playing Q. to Q. Kt. third.
4. Kt. takes P.
5. Kt. to Q. B. fourth sq.
6. Q. P. two sq.—Even game.
3. Q. P. takes P. (best).
4. K. B. to Q. third sq. (best).
5. Q. B. to K. third sq.

SECOND GAME.

WHITE.

BLACK.

1. K. P. two sq.
2. Q. B. P. one sq.
3. Q. P. 2 sq.
advance K. P. and get the better position.
4. Q. P. takes P.
5. Q. to K. Kt. fourth (best).
1. The same.
2. K. Kt. to B. third sq.
3. If he take P. with P., you advance Kt. takes P.
4. K. B. to Q. B. fourth (bad).

IN THE FIRST PLACE.

6. Q. takes K. Kt. P.
7. Q. B. attacks Q.
Bishops and win a piece by taking Kt. with K.—If K. B. P. interposes.
8. P. takes P. as the best move, and has a won game—observing, that if Black take R., you do not discover check, but play K. B. to K. second, &c.
5. Kt. takes K. B. P.
6. K. R. to B. sq.
7. If he interpose B., you change K. B. P. interposes.

IN THE SECOND PLACE.

6. K. to K. second sq.
7. Q. takes K. Kt. P.
checked with Kt. at Kt. sixth, you would take Kt. with K. R. P.
8. Kt. to K. B. third sq.
9. Q. B. to R. sixth sq.
10. K. Kt. P. two sq., observing, that if he check with Kt. at Kt. sixth, you play K. to Q. sq., &c.
5. B. takes K. B. P. ch.
6. Q. to R. fifth sq. (A.)
7. R. to K. B. sq.—If he had Q. to K. R. fourth sq.
8. If he retreat Q. to K. second, you move Q. B. to K. R. sixth.
9. K. B. to Q. B. fourth sq.

(A.)

7. R. takes B.
8. Q. takes K. Kt. P.
9. Q. B. to R. sixth sq.
10. K. Kt. P. one sq.
6. K. B. takes Kt.
7. Q. P. two sq.
8. R. to B. sq.
9. Q. Kt. to Q. second sq.
10. Q. to K. second sq.

11. K. B. to K. R. third sq. 11. If he take P. with Q. you win Q.—If he take P. with Kt., you change Bishops and then take R. with Q. K. Kt. to Q. B. fourth sq.
12. B. takes Kt. ch., and on Black's retaking with Kt., plays Rook to K. sq., &c.

IN THE THIRD PLACE.

6. Q. takes K. Kt. P. 5. Q. P. two sq.
 7. Q. B. to K. third sq. 6. Rook to B. sq.
 7. If Black bring Q. to K. second, you answer with Q. Kt. to Q. second; and if instead he take B. with B., you retake with K. B. P., and keep a good position. Q. P. advances.
 8. Q. B. P. takes P. 8. K. B. takes P.
 9. Q. Kt. to Q. second sq. 9. If Black take B. with B., you capture Kt. with Kt.—If he take Q. Kt. P. with B., you also take Kt. with Kt., and if he then take Q. R., you get an easy victory by checking with Kt. at K. B. sixth.
 Kt. takes Kt.
 10. Q. R. to Q. sq. 10. K. B. takes Q. Kt. P.
 11. B. takes Kt. 11. Q. to K. second sq. (B.)
 12. K. Kt. to B. third sq. 12. Q. B. to K. B. fourth sq.
 13. Q. to K. Kt. fifth, and play what he will, I should take White's game for choice.

(B.)

11. If Black here advance Q. to Q. fourth or fifth, you take R. with Q. chg., and on his retaking with K., recover your Queen.—If he bring out Q. B. or Kt., you march Q. B. to Q. Kt. fourth.
 K. B. to Q. fifth sq.
 12. Q. B. to Kt. fourth sq. 12. If he push up Q. B. P. two sq., you check with K. B., and then bring out K. Kt.; and if K. B. takes P. ch.
 13. K. takes B. 13. Q. takes Rook.
 14. K. B. ch. 14. Q. B. P. one sq.
 15. Q. takes R. ch. 15. K. moves.
 16. Q. gives Checkmate.

In this game, Black's error consists in his fourth move (K. B. to Q. B. fourth), instead of which he should advance Q. P. two sq.—Your best move would then be Q. B. to K. third, and the opening would be about equal.

CHAPTER XII.

THE KING'S PAWN ONE OPENING.

Seldom played in England, though the most common opening among the French. As it completely foils any attempt on the part

of the first player to get an immediate violent attack, it is the best débüt to select in receiving the odds of a piece; or, when playing with an adversary who is strong in some particular openings which you are less acquainted with.

FIRST GAME.

WHITE.

1. K. P. two sq.
2. Q. P. two sq.
3. If you take P. with P., he retakes with P., and the opening resolves itself into a common-place sort of position. By advancing K. P. you appear to confine his game, but as advanced Pawns are not strong at the commencement, you run some risk of having your position broken up.
- K. P. advances.
4. Q. B. P. one sq.

BLACK.

1. K. P. one sq.
2. Q. P. two sq.
3. Q. B. P. two sq.
4. Q. Kt. to B. third sq.

FIRST MODE OF PLAY.

- | | |
|--------------------------------|---------------------------|
| 5. K. B. attacks Kt. | 5. Q. B. to Q. second sq. |
| 6. B. takes Kt. | 6. P. takes B. (best). |
| 7. K. Kt. to K. second sq. | 7. P. takes P. |
| 8. P. takes P. | 8. Q. B. P. moves. |
| 9. Castles.—The game is equal. | |

SECOND MODE OF PLAY.

- | | |
|---------------------------|---|
| 5. K. B. P. two sq. | 5. Q. to Q. Kt. third sq. |
| 6. K. Kt. to B. third sq. | 6. Q. B. to Q. second sq. |
| 7. K. B. to K. second sq. | 7. K. Kt. to R. third sq. |
| 8. Castles. (bad). | 8. P. takes P. |
| 9. P. takes P. | 9. Q. Kt. takes P. |
| 10. K. Kt. takes Kt. | 10. K. Kt. to B. fourth sq., and regains the piece, with the better game. |

THIRD MODE OF PLAY.

- | | |
|--|----------------------------|
| 5. K. Kt. to B. third.—A better move than K. B. P. two sq. | 5. Q. to Kt. third sq. |
| 6. K. B. to Q. third sq.—A player might here easily lose his Queen; (A.) | 6. Q. B. to Q. second sq. |
| 7. K. B. to Q. B. second sq. | 7. P. takes P. |
| 8. P. retakes. | 8. Q. Kt. to Kt. fifth sq. |
| The game is equal. | |

(A.)

- | | |
|-----------------------------------|------------------------|
| 6. K. B. to Q. third sq. | 6. P. takes P. |
| 7. Pawn retakes. | 7. Kt. takes P. (bad). |
| 8. Kt. takes Kt. | 8. Q. takes Kt. |
| 9. B. checks, and wins the Queen. | |

SECOND GAME.

WHITE.

BLACK.

- | | |
|---|---|
| 1. K. P. two sq. | 1. K. P. one sq. |
| 2. K. B. P. two sq. | 2. Q. P. two sq. |
| 3. K. P. advances. | 3. Q. B. P. two sq. |
| 4. K. Kt. to B. third sq. | 4. Q. Kt. to B. third sq. |
| 5. Q. B. P. one sq. | 5. K. B. P. two sq.—May also
push on Q. P. another sq. |
| 6. K. B. to Q. third sq. | 6. Q. to Q. Kt. third sq. |
| 7. K. B. to Q. B. second sq. | 7. Q. B. to Q. second sq. |
| 8. Castles. | 8. In this opening, I do not like
advancing the Pawns too far. He might now push Q. B. P.
dis. ch., but you would retreat K., and then playing up Q. P.
two sq., and Q. Kt. P. one sq., would get a good position.
K. Kt. to R. third sq. |
| 9. K. to corner. | 9. K. B. to K. second sq. |
| 10. Q. R. P. one sq.—By this move you prevent his Kt. from ad-
vancing to Q. Kt. fifth, which he might otherwise do after
the next move or two. | 10. K. Kt. to K. B. second sq. |
| 11. Q. P. two sq.—Black would not play well to take this P. imme-
diately, as by retaking, you liberate Q. Kt. | 11. Q. to Q. sq. |
| 12. Q. to K. sq., threatening to take P. with K. B. | 12. K. Kt. P. one sq. |
| 13. The game is perfectly even. | |

The King's Pawn One Game, is sometimes played by the first player; who, in that case, generally begins by moving Q. B. P. two, and then Q. Kt. to B. third; afterwards playing K. P. one sq.; there are numberless variations arising out of this opening, and it is a favourite with the higher class of players.

CHAPTER XIII.

THE LOPEZ GAMBIT.

The Lopez Gambit, so called from having been first described in the very "mediocre" work of RUY LOPEZ*, is a safe attacking opening for the first player; for, if even the best defence is opposed to you, you come off with an equal game. This opening is, properly speaking, a branch of the King's Bishop's Game.

WHITE.

BLACK.

- | | |
|------------------------------|------------------------------|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. B. to Q. B. fourth sq. | 2. K. B. to Q. B. fourth sq. |

* Libro de la invencion liberal, y arte del juego del Axedrez. *Alcala*, 1561, 4to.

- | | |
|------------------------|------------------|
| 3. Q. to K. second sq. | 3. Q. P. one sq. |
| 4. K. B. P. two sq. | 4. B. takes Kt. |
| 5. R. takes B. | 5. P. takes P. |
| 6. Q. P. two sq. | 6. Q. checks. |
| 7. K. Kt. P. one sq. | 7. P. takes P. |
8. R. takes P.—You now have the better game, on account of the great command your pieces have over the board; this arises from Black's having checked, instead of which, he should have played Q. Kt. to B. third.

VARIATION FROM MOVE 3.

- | | |
|--|--|
| 3. Q. to K. second sq. | 3. Q. to K. second.—If Black now play out Q. Kt., your reply is Q. B. P. one sq. |
| 4. K. B. P. two sq.—If he take P. with P., you move K. Kt. to B. third. | 4. K. Kt. to B. third sq. |
| 5. K. Kt. to B. third sq. | 5. Q. P. one sq. |
| 6. It would be bad play to move K. R. P. one sq., as he might move K. Kt. to R. fourth; therefore,
Q. Kt. to B. third sq. | 6. Q. B. P. one sq. |
| 7. Q. P. one sq. | 7. Q. B. attacks Kt. |
| 8. K. B. P. advances. | 8. Q. Kt. to Q. second sq. |
| 9. Q. B. attacks Kt. | 9. K. R. P. one sq. |
| 10. Q. B. to R. fourth sq. | 10. K. Kt. P. two sq. |
| 11. P. takes P. en passant. | 11. P. takes P. |
| 12. K. R. P. one sq. | 12. B. takes Kt. |
| 13. Q. takes B. | 13. Castles, Q. R. |

The game is even.

CHAPTER XIV.

THE QUEEN'S GAMBIT.

The Queen's Gambit usually leads to a very dull game. As in the Lopez Gambit, the second player ought not to support the Pawn; it is, consequently, a safe opening for the attacking party. STAMMA calls it the Aleppo Gambit*.

FIRST GAME.

WHITE.

BLACK.

- | | |
|---|-----------------------------|
| 1. Q. P. two sq. | 1. Q. P. two sq. |
| 2. Q. B. P. two sq. | 2. Q. P. takes P. |
| 3. K. P. one sq.—This is not so strong a move as K. P. two sq., if Black were to play the correct move against it, which would be K. P. two sq. | 3. Q. Kt. P. two sq. (bad). |

* Essai sur le jeu des Echecs, ou regles pour le bien jouer. Par PHILIPPE STAMMA. Paris, 1737. 12mo.

4. Q. R. P. two sq. 4. If he move Q. B. P. one sq., you win by moving Q. to K. B. third, after changing Pawns. If, again, he play Q. B. to Q. second, or R. third, after changing Pawns you advance Q. Kt. P. one sq.; he then plays Q. to her fourth sq., you take P. with P., and on his retaking with B., win by checking with Q.
P. takes P.
5. K. B. takes P. 5. Q. B. to Q. second sq.
6. Q. to K. B. third.—If he attempt to save R., he is Mated; ex. gr. 6. Q. B. to Q. B. third sq.
7. B. takes K. B. P. ch., and then Q. Mates in two moves.

SECOND GAME.

WHITE.

BLACK.

- | | |
|---|---|
| 1. Q. P. two sq. | 1. Q. P. two sq. |
| 2. Q. B. P. two sq. | 2. P. takes P. |
| 3. K. P. two sq. | 3. Q. Kt. P. two sq. (bad). |
| 4. Q. R. P. two sq. | 4. Q. B. P. supports Q. Kt. P.— |
| If he had sustained P. with Q. B., you would change Pawns and then move Q. Kt. P. one sq. | |
| 5. P. takes P. | 5. P. retakes. |
| 6. Q. Kt. P. one sq. | 6. Black's best move is to advance Q. Kt. P., and then on your taking P. with Q. Kt. P. he plays up Q. R. P.; your game is, in that case, slightly better than his. If he take P. with P., you take P. with B. chg., and on his interposing Q. B., take P. with Q. —If he move Q. to Q. B. second, you take P. with P., and on his retaking with Q. Kt. P., check with Q. and take P. |
| | Q. B. to R. third sq. |
| 7. P. takes P. | 7. P. retakes. |
| 8. Rook takes B. | 8. Kt. takes R. |
| 9. Q. checks. | 9. Q. to Q. second sq. |
| 10. Q. takes Kt. | 10. Q. R. to Q. sq. (If) |
| 11. K. B. takes P. | 11. Q. R. to Q. B. sq. |
| 12. K. B. to Q. Kt. fifth sq. | 12. Q. R. takes B. ch. |
| 13. K. to Q. second sq., and you ought to win. | |

THIRD GAME.

WHITE.

BLACK.

- | | |
|--|----------------------------------|
| 1. Q. P. two sq. | 1. The same. |
| 2. Q. B. P. two sq. | 2. P. takes P. |
| 3. K. P. two sq. | 3. K. P. two sq. (best). |
| 4. P. takes K. P. (best). | 4. Q. takes Q. ch. |
| 5. K. takes Q. | 5. If he defend P. by playing Q. |
| Kt. P. two, you get the better game by advancing Q. R. P. two sq.; on his then moving Q. B. P. one sq., you change Pawns, and bring out Q. Kt. | |

- Q. Kt. to Q. second, as a
better move than Q. B. to K. third. (See Variation).
- | | |
|---|--|
| 6. K. B. P. two sq. | 6. Q. Kt. to Q. B. fourth sq. |
| 7. Q. Kt. to B. third sq. | 7. Q. B. P. one sq. |
| 8. If you take P. with K. B., he advances Q. Kt. P. two sq., and then another sq. on Kt.;—afterwards taking K. P. | |
| Q. R. P. two sq. | 8. Q. B. checks. |
| 9. K. Kt. to B. third.—(If you move K. to Q. B. second, he takes K. P. with Kt.—examine wherefore;) | |
| | 9. Rook checks. |
| 10. K. to K. sq. | 10. B. takes K. Kt. |
| 11. P. takes B. | 11. Kt. to Q. Kt. sixth.—Might also check with Kt. |
| 12. Q. R. to Kt. sq. | 12. Kt. takes B. |
| 13. R. takes Kt. | 13. K. B. to Q. B. fourth sq. |
| 14. If you now play K. to K. second, he moves Q. R. P. one sq.; and playing, instead, Kt. to K. second, he pushes up Q. Kt. P.; your best move is | |
| K. B. P. one sq. | 14. B. to Q. fifth sq. |
| 15. K. P. one sq. | 15. P. takes P. |
| 16. P. takes P. | 16. Kt. to K. second sq. |
| 17. B. takes P. | 17. Kt. to K. Kt. third; then plays |
| K. to K. second, and the game is even. | |

Variation on Black's fifth move.

- | | |
|---------------------------------|---|
| | 5. Q. B. to K. third sq. |
| 6. K. B. P. two sq. | 6. K. Kt. P. one sq. |
| 7. Q. Kt. to Q. second. (best). | 7. Q. Kt. P. two sq. |
| 8. Q. R. P. two sq. | 8. Q. B. P. one sq. |
| 9. P. takes P. | 9. P. takes P. |
| 10. Q. Kt. P. one sq. | 10. If he take P. with P., you take Q. Kt. P. with B. ch., and on Black's interposing Q. Kt., play Q. R. to Q. Kt. sq.—Should he then attack B. with Rook, you retreat B. to Q. R. fourth, and ought to make a speedy conquest.—His best move would now be Q. R. P. two sq., advancing Q. Kt. P. another sq. on your taking P. with P.; but you would still have the better game. |
| | 10. Q. B. P. goes on. |
| 11. B. takes P. ch. | 11. B. interposes. (best). |
| 12. B. takes B. ch. | 12. Q. Kt. takes B. |
| 13. Kt. to Q. Kt. sq. | 13. If Black move Kt. to Q. B. fourth, you take P. with Kt., and on his taking Q. Kt. P., play R. to Kt. sq.—If, again |
| | R. to Q. B. sq. |
| 14. K. to Q. B. second sq. | 14. Kt. to Q. B. fourth. |
| 15. R. takes P. | 15. Kt. takes K. P. |
| 16. K. Kt. to K. second sq. | 16. All lost.—A most complete |

and valuable analysis of the Queen's Gambit is given by PONZIANI; to whose work the student cannot be too often referred.

CHAPTER XV.

THE KING'S ROOK'S PAWN'S GAMBIT.

WHITE.

1. K. P. two sq.
2. K. B. P. two sq.
3. K. R. P. two sq.
4. K. Kt. to B. third sq.
5. Q. P. two sq.

BLACK.

1. K. P. two sq.
2. P. takes P.
3. K. B. to K. second sq.
4. Q. P. one sq.

FIRST DEFENCE.

- | | |
|---|-----------------------------|
| 6. P. takes P. | 5. K. Kt. P. two sq. (bad). |
| 7. K. Kt. P. one sq., regaining the Pawn, &c. | 6. B. takes P. |

SECOND DEFENCE.

- | | |
|---|-------------------------------|
| 6. Q. B. takes P. | 5. Q. B. attacks Kt. (best). |
| 7. If you take B. with R., he takes Kt. with Q. B., and then R. K. Kt. P. advances. | 6. K. B. takes P. ch. |
| 8. (If) Q. B. takes B. | 7. K. B. to K. Kt. fourth sq. |
| 9. Q. takes B. | 8. B. takes Kt. |
| 10. Q. Kt. to B. third sq.—Black for choice. | 9. Q. takes B. |

CHAPTER XVI.

THE ALLGAIER GAMBIT*.

THE Allgaier Gambit is a very attacking opening, but attended, I think, with considerable risk to the first player.

FIRST GAME.

WHITE.

1. K. P. two sq.
2. K. B. P. two sq.
3. K. Kt. to B. third sq.
4. K. R. P. two sq.

BLACK.

1. K. P. two sq.
2. P. takes P.
3. K. Kt. P. two sq.
4. K. Kt. P. advances.—If he take P. with P., you would, in the words of LOLLI, "have an immense field of attack."—If he play K. B. P. one sq., you

* See ALLGAIER'S *Neue theoretisch—practische Anweisung zum Schach-Spiel*. Wien. 1823. 8vo.

take P. with Kt., and if he take Kt., you check with Q., and have the same position as now follows.

5. Kt. to K. Kt. fifth sq.—This move constitutes the Allgaier Gambit.
5. K. B. P. one sq. (bad).
6. Q. takes P.
6. P. takes Kt.
7. Q. to R. fifth sq. ch.
7. K. moves.
8. Q. takes P. chg.
8. If he interpose Kt., you advance K. P.
9. Q. to K. R. fifth sq. ch.
- K. to his own sq.
9. K. moves.
10. Q. to K. fifth sq. ch.
10. K. to B. second sq.
11. K. B. checks.
11. If he move K. to Kt. third, you Mate in four moves.
- Q. P. two sq.
12. B. takes P. ch.
12. If Black play K. to Kt. third, you Mate in four moves as above. His only move in this hopeless situation is to give up Q. for K. B., when, of course, you find no difficulty in winning.—If
- Q. B. interposes.
13. Q. takes B. ch.
13. K. where he can.
14. Q. to K. B. seventh, ch.
14. K. moves.
15. Q. takes Gambit P. ch.
15. If he go to R. fourth, you Mate with B.
- K. to Kt. second or third.
16. Mates, in either case, in three moves.

SECOND GAME.

WHITE.

1. K. P. two sq.
2. K. B. P. two sq.
3. K. Kt. to B. third sq.
4. K. R. P. two sq.
5. Kt. to Kt. fifth sq.
6. Kt. takes K. B. P.
7. Q. takes Kt. P.

BLACK.

1. K. P. two sq.
2. P. takes P.
3. K. Kt. P. two sq.
4. K. Kt. P. one sq.
5. R. P. attacks Kt.—I consider this to be the best move for the Black, although you certainly get a fine attack in exchange for the Kt.
6. K. takes Kt.

FIRST DEFENCE.

8. K. B. checks. (A.)
7. Q. to K. B. third sq. (best).
9. It would be bad play to take Kt. with B., as he would attack Q. with R. P.
8. K. to K. second sq.
- Q. Kt. to B. third sq.
9. Q. B. P. one sq.
10. Q. P. one sq.
10. K. R. P. attacks Q.
11. Q. to K. B. third sq.
11. Q. P. one sq.

- (A.)

- (B.)

- ### SECOND DEFENCE.

- ### THIRD GAME.

BLACK.

- * **Anweisung das Schachspiel.** *Cassel.* 1824. 8vo.

- | | |
|------------------------------|----------------------------|
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. R. P. two sq. | 4. K. Kt. P. attacks Kt. |
| 5. Kt. to Kt. fifth sq. | 5. K. R. P. two sq. (bad). |
| 6. K. B. to Q. B. fourth sq. | 6. Kt. to K. R. third sq. |
| 7. Q. P. two sq. | 7. K. B. P. one sq. |
| 8. Q. B. takes P. | 8. P. takes Kt. |
| 9. K. R. P. takes P. (best). | 9. Kt. to K. B. second sq. |
| 10. Doubled P. attacks Kt. | . |

FIRST DEFENCE.

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|--|------------------------------|
| 11. Q. to Q. second sq.—You may also attack R. with Q. B. | 10. Kt. to Kt. fourth sq. |
| 12. K. B. checks. | 11. Kt. takes K. P. |
| 13. Q. B. checks. | 12. K. to K. second sq. |
| 14. Q. to K. third sq. ch. | 13. Kt. interposes. |
| 15. Q. B. P. two sq. (best). | 14. K. to Q. third sq. |
| 16. You now Mate in five moves at most; observing that if Black had played his last move differently, you would Mate in three moves. | 15. Q. B. P. one sq. (best). |

SECOND DEFENCE.

- | | |
|--|---------------------------------|
| 11. B. takes Kt. | 10. Kt. to Q. third sq. |
| 12. K. B. checks. | 11. Q. B. P. takes B. |
| 13. Q. Kt. to B. third sq. | 12. King moves. |
| 14. Q. to Q. second sq. | 13. Q. to Q. R. fourth sq. (A.) |
| 15. Q. to K. B. second sq. | 14. K. to Q. sq. |
| 16. Q. to K. R. fourth sq. ch. | 15. B. to K. Kt. second sq. |
| 17. Castles, Q. R. | 16. King moves. |
| 18. Q. Kt. to Q. fifth sq. ch. | 17. Q. Kt. to B. third sq. |
| 19. Q. to K. Kt. third sq. | 18. K. to Q. Kt. sq. |
| 20. Doubled P. to K. Kt. seventh sq., and wins easily. | 19. K. B. to K. B. sq. |

(A.)

- | | |
|--|-----------------------------|
| 14. Castles, checking. | 13. K. to K. B. third sq. |
| 15. K. B. to Q. Kt. third sq. | 14. K. to Kt. second sq. |
| 16. Rook checks. | 15. Q. to K. Kt. fourth sq. |
| 17. Q. to Q. third sq. | 16. K. takes P. |
| 18. Q. R. to K. B. sq., having a won game. | 17. K. to K. R. third sq. |

FOURTH GAME.

WHITE.

1. K. P. two sq.
2. K. B. P. two sq.

BLACK.

1. K. P. two sq.
2. P. takes P.

- | | |
|--|--|
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. R. P. two sq. | 4. K. Kt. P. attacks Kt. |
| 5. Kt. to Kt. fifth sq. | 5. Q. P. two sq. |
| 6. If you advance K. P., or defend it, Black may safely attack Kt. with R. P.; therefore P. takes P. | |
| 7. Q. Kt. to B. third sq. | 6. K. Kt. to B. third sq. |
| 8. Q. to K. second sq. ch.—This is stronger play than taking Kt. with Kt. | 7. Kt. takes P. (bad). |
| | 8. If Black interpose K. B., you move Q. to K. fifth sq.—If he interpose Q. B., you take Q. B. with Kt., and get the better game play what he will. (A.) |
| | Kt. to K. second sq. |
| 9. Q. to K. fifth sq. | 9. R. to K. Kt. sq. |
| 10. K. B. to Q. B. fourth. | 10. R. to Kt. second sq. |
| 11. Q. Kt. to Q. fifth sq. | 11. Game lost. |

(A.)

- | | |
|--|---|
| | 8. Q. B. interposes. |
| 9. Kt. takes B. | 9. If he take Kt. with Kt. you check with Kt. at K. Kt. seventh, then take Kt. P. with Q. chg., and finally take Kt. with Q. P. |
| | K. B. P. takes Kt. |
| 10. Q. takes K. Kt. P., and I should prefer White's position.—From this game it will be seen that Black cannot take the Pawn at Move 7. It would be better, probably, to move K. R. P. one sq., or play K. B. to K. second, but in either case White would still have considerable resource. | |

CHAPTER XVII.

THE KING'S KNIGHT'S GAMBIT.

FIRST GAME.

WHITE.

1. K. P. two sq.
2. K. B. P. two sq.
3. K. Kt. to B. third sq.
4. K. R. P. two sq.
5. Kt. to K. fifth sq.
6. K. B. to Q. B. fourth sq.
7. Q. P. two sq.
8. Kt. to Q. third sq.
9. P. takes P.

Black has the advantage.

BLACK.

1. The same.
2. P. takes P.
3. K. Kt. P. two sq.
4. K. Kt. P. moves.
5. K. R. P. two. (best).
6. K. R. to R. second. (best).
7. Q. P. one sq.
8. Gambit P. on.
9. K. B. to K. second sq.

F

SECOND GAME.

WHITE.

1. K. P. two sq.
2. K. B. P. two sq.
3. K. Kt. to B. third sq.
4. K. R. P. two sq.
5. Kt. to K. fifth sq.

BLACK.

1. The same.
2. P. takes P.
3. K. Kt. P. two sq.
4. K. Kt. P. moves.
5. Q. to K. second sq. (good).

FIRST MODE OF PLAY.

- | | |
|----------------------------|-----------------------------|
| 6. Kt. takes K. Kt. P. | 6. K. B. P. two sq. (best). |
| 7. Kt. to K. B. second sq. | 7. P. takes P. |
| 8. Q. checks. | 8. K. to Q. sq. |
| 9. Q. to K. B. fifth sq. | 9. K. P. advances. |
| 10. P. takes P. | 10. P. takes P. |
| 11. Kt. to Kt. fourth sq. | 11. K. Kt. to R. third sq. |
| 12. Kt. takes Kt. | 12. B. takes Kt. |

Black has the better game.

SECOND MODE OF PLAY.

- | | |
|--------------------------------|--|
| 6. Q. P. two sq. | 6. K. B. P. two sq. |
| 7. Q. B. takes P. | 7. Q. P. one sq. |
| 8. B. attacks Q. | 8. Kt. interposes. |
| 9. Q. Kt. to B. third sq. | 9. If Black take Kt., you win by moving Kt. to Q. fifth. |
| | Q. B. P. one sq. |
| 10. B. takes Kt. | 10. Q. takes B. |
| 11. K. Kt. to Q. B. fourth sq. | 11. P. takes P. |

Black's is decidedly the better game.

THIRD GAME.

WHITE.

1. K. P. two sq.
2. K. B. P. two sq.
3. K. Kt. to B. third sq.
4. K. R. P. two sq.
5. Kt. to K. fifth sq.
6. Your best move is, to take Kt. P. with Kt., and on Black's then taking P. with B. chg., you interpose Kt., &c.—It is not good play to take P. with Q.; ex. gr.
Q. takes P.
7. Q. to Kt. seventh sq.
8. Q. takes R.
9. K. to Q. sq.
10. K. B. interposes.
11. K. takes B.

BLACK.

1. The same.
2. P. takes P.
3. K. Kt. P. two sq.
4. K. Kt. P. moves.
5. K. B. to K. second sq.
6. Q. P. attacks Kt.
7. P. takes Kt.
8. B. takes P. ch.
9. Q. B. checks.
10. B. takes B. ch.
11. Q. to K. Kt. fourth sq.

FIRST DEFENCE.

- | | |
|------------------------|----------------------------|
| 12. K. R. to Kt. sq. | 12. Q. Kt. to B. third sq. |
| 13. Q. takes K. R. P. | 13. Kt. checks. |
| 14. K. to Q. third sq. | 14. Mates in six moves. |

SECOND DEFENCE.

- | | |
|---|----------------------------|
| 12. R. takes B. | 12. Q. takes Kt. P. ch. |
| 13. If you play K. to K. sq., Black brings out Q. Kt., and pushes on the Gambit Pawn.
K. to Q. third sq. | 13. Q. Kt. to B. third sq. |
| 14. If you move Q. Kt. to B. third, you lose at least the Queen in nine moves.
Q. takes K. R. P. | 14. Castles, chg. |
| 15. K. to Q. B. third sq. | 15. Q. to Kt. eighth sq. |
| 16. Q. P. one sq. | 16. Q. takes Q. B. |
| 17. K. R. attacks Q. | 17. R. takes Q. P. ch. |
| 18. K. to Q. B. fourth sq. (best). | 18. Mates in five moves. |

FOURTH GAME.

WHITE.

1. K. P. two sq.
2. K. B. P. two sq.
3. K. Kt. to B. third sq.
4. K. R. P. two sq.
5. Kt. to K. fifth sq.
6. Q. P. two sq.

BLACK.

1. The same.
2. P. takes P.
3. K. Kt. P. two sq.
4. K. Kt. P. moves.
5. K. R. P. two sq.
6. Q. to K. B. third. (good).

FIRST MODE OF ATTACK.

- | | |
|--|--|
| 7. K. B. to Q. B. fourth sq. | 7. K. Kt. to R. third sq. |
| 8. Q. B. P. one sq. | 8. K. B. to Q. third sq. (good). |
| 9. K. Kt. to Q. third sq. | 9. Gambit P. moves. |
| 10. If you advance K. P., Black takes Kt. P. with P., having a winning game.—If, again, you take P. with P., he checks with B., and then takes K. R. P., which was overlooked by Salvio, who advises the student to move Q. P. one sq., instead of K. B. to Q. third sq.
Q. B. attacks Q. | 10. P. takes Kt. P. |
| 11. R. to Kt. sq. | 11. K. B. checks. |
| 12. K. to Q. second sq. | 12. Q. to K. B. sixth sq. |
| 13. This game is from Ercole del Rio, who now dismisses it, as won for the second player. Lolli appears to dissent from this, and proposes
Q. to K. second sq. | 13. If Black take Q., he will get a bad game ; but he has still a resource, which was overlooked |

by Lolli, though since noticed in the *TRAITE DES AMATEURS* * ;—he plays

K. B. P. one sq., and has the better game.—This position is interesting.

SECOND MODE OF ATTACK.

- | | |
|--|-----------------------------|
| 7. Q. B. P. one sq.—(If you move Q. Kt. to B. third, Black plays Q. B. P. one sq.) | 7. Q. P. one sq. |
| 8. Kt. to Q. third sq | 8. K. B. to R. third sq. |
| 9. Q. to K. second.—If, on either this, or the following move, you advance K. P., he will take P., &c. | 9. K. Kt. to K. second sq. |
| 10. Q. to K. B. second sq. | 10. K. Kt. to Kt. third sq. |
- Play as you will, Black ought to keep the Pawn.

FIFTH GAME.

WHITE.

BLACK.

- | | |
|---|---------------------------------|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. B. to Q. B. fourth sq. | 4. K. B. to Kt. second sq. |
| 5. K. R. P. two sq. (weak).
you take Kt. P. with Kt., and if he retake Kt., you check with Q. at K. R. fifth, then at K. B. seventh, and lastly take K. B. with Q., after which, the best thing Black can do is to begin another game. | 5. If he play K. B. P. one sq., |

FIRST DEFENCE.

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|--|---------------------------|
| 6. K. Kt. to Kt. fifth sq. | 5. K. Kt. P. advances. |
| 7. Q. P. two sq. | 6. K. Kt. to R. third sq. |
| 8. Q. B. takes P.—If he take Kt., you retake with B., and, on his playing B. to K. B. third, take Kt., &c. | 7. K. B. P. one sq. |
| 9. Castles. | 8. Q. P. one sq. |
| 10. B. takes P. | 9. P. takes Kt. (fatal). |
| 11. Q. to Q. second sq. | 10. Q. to Q. second sq. |
| 12. K. B. checks, winning Queen and game. | 11. K. Kt. to Kt. sq. |

SECOND DEFENCE.

- | | |
|------------------|-----------------------------|
| 6. Q. P. two sq. | 5. K. R. P. one sq. (best). |
| | 6. Q. P. one sq. |

* *Traité theorique et pratique du jeu des échecs, par une Société d'Amateurs. Paris. 1775, &c. 12mo.*

- | | |
|----------------------|----------------------|
| 7. Q. B. P. one sq. | 7. Q. B. P. one sq. |
| 8. K. R. P. takes P. | 8. K. R. P. takes P. |
| 9. R. takes R. | 9. B. takes R. |
10. Play as you will, Black gets the best of the game, through your advancing K. R. P. two sq., at Move 5; you may now attempt the following violent, though unsound, attack.
- | | |
|---------------------------|---|
| Kt. to K. fifth sq. | 10. P. takes Kt. (best). |
| 11. Q. to K. R. fifth sq. | 11. Q. to K. B. third sq. |
| 12. P. takes P. | 12. Q. to Kt. second sq. |
| 13. P. to K. sixth sq. | 13. K. Kt. to B. third sq. (best). |
| 14. P. takes P. chg. | 14. If Black inadvertently play K. to B. sq., you take P. with Q. B.; for if he take Q., you Checkmate. His best move is, |
| | K. to K. second sq. |
| 15. Q. to K. second sq. | 15. Q. B. attacks Q. |
| 16. Q. to Q. third sq. | 16. Q. Kt. to Q. second sq. |
- Black has frustrated the attack, and will win.

SIXTH GAME.

WHITE.

BLACK.

- | | |
|--|--|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. B. to Q. B. fourth sq. | 4. K. B. to Kt. second sq. |
| 5. Castles, (best). | 5. Q. P. one sq. |
| 6. Q. P. two sq. | 6. If Black attack Kt. with P., you retreat Kt. to K. sq.; and if K. R. P. one sq. |
| 7. Q. Kt. to B. third sq., or, perhaps | 7. K. Kt. to K. second sq. |

You have a Pawn less, but a strong position.

SEVENTH GAME.

WHITE.

BLACK.

- | | |
|--|-----------------------------|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. B. to Q. B. fourth sq. | 4. K. Kt. P. advances. |
| 5. K. Kt. to K. fifth sq. | 5. Q. checks. |
| 6. K. to B. sq. | 6. Gambit P. moves. (best). |
| 7. If you play Q. to K. sq., he takes P. with P. ch., and then moves Q. to K. R. sixth, having the best of the game. | |

FIRST MODE OF PLAY.

- | | |
|--------------------|------------------------|
| K. B. takes P. ch. | 7. K. to K. second sq. |
|--------------------|------------------------|
8. If you take Kt. with K. B., he takes P. with P. chg., then checks with Q. at R. sixth, and takes B. with R.—If you take P. with

K. Kt. P., he moves Q. P. one sq., and on your taking Kt. with K. B., takes Kt. with P.

Kt. P. attacks Q.

8. Q. checks.

9. K. to B. second sq.

9. K. Kt. to B. third sq.

10. K. B. to Q. Kt. third sq.

10. Q. P. one sq.

11. K. Kt. to B. seventh sq.

11. Kt. takes P. ch.

12. K. to K. third sq.

12. Q. B. to K. B. fourth sq.

13. If you move K. to K. B. fourth, he answers with K. to K. B. third, having a won game; and if

Kt. takes R.

13. Mates in five moves.

SECOND MODE OF PLAY.

7. Kt. takes K. B. P.

7. K. Kt. to B. third sq.

FIRST DEFENCE.

8. P. takes P.

8. Q. P. two sq.

9. Kt. takes R.

9. Kt. P. takes P.

10. Q. takes P.

10. Q. B. checks.

11. K. to Kt. sq.

11. K. B. checks.

12. Q. P. two sq.

12. B. takes P. ch.

13. Q. B. interposes.

13. Mates in three moves.

SECOND DEFENCE.

8. Kt. takes Rook.

8. K. Kt. takes K. P.

9. Q. to K. sq.

9. P. takes P. ch.

10. If you play K. to K. second, he moves Q. to K. R. sixth, with sufficient advantage to win.

K. takes P.

10. Q. to R. sixth sq. ch.

11. K. to Kt. sq.

11. K. B. checks.

12. Q. P. two sq.

12. Mates in four moves.

THIRD DEFENCE.

8. K. Kt. P. one sq.

8. Q. checks.

9. K. to B. second sq.

9. Q. P. two sq.

10. K. B. attacks Q.

10. Kt. takes P. ch.

11. K. to K. third sq. (A.)

11. Q. to K. R. fourth sq.

12. Kt. takes R.

12. Q. to Kt. fourth sq. ch.

13. K. to Q. fourth sq.

13. Mates in two moves.

(A.)

11. K. to K. sq.

11. Q. to K. R. fourth sq.

12. If you attack Kt. with Q. P., he checks with P., and takes Kt. with Q.

Kt. takes R.

12. P. checks.

13. King moves.

13. Q. to K. fourth sq.

14. Q. P. two sq.

14. Kt. to Q. B. sixth sq. ch.

15. K. to Q. third sq.

15. Q. to K. eighth sq., winning.

EIGHTH GAME.

WHITE.

1. K. P. two sq.
2. K. B. P. two sq.
3. K. Kt. to B. third sq.
4. K. B. to Q. B. fourth sq.
5. K. Kt. to K. fifth sq.
6. K. to B. sq.
7. P. attacks Q.
8. K. to B. second sq.

9. If you play Q. P. two sq., he takes K. P. ch., and on your moving K. to K. third, advances K. B. P. two sq.—If you move Q. P. one sq., he moves Q. P. one sq., and on your taking K. B. P. with Kt., advances Q. P. another sq., for if you then take Rook, he checks with Q. at Kt. seventh, and on your playing to K. third, gives Mate in six moves.

BLACK.

1. K. P. two sq.
2. P. takes P.
3. K. Kt. P. two sq.
4. K. Kt. P. advances.
5. Q. checks.
6. Gambit P. moves (best).
7. Q. checks.
8. K. Kt. to B. third sq.

FIRST MODE OF PLAY.

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|---|-------------------------------|
| 9. Q. Kt. to B. third sq. | 9. Q. to Kt. seventh sq. ch. |
| 10. K. to K. third sq. | 10. B. to K. R. third sq. ch. |
| 11. If you play K. to Q. fourth, he attacks Kt. with Q. P., for if you take K. B. P. with Kt., he Mates in three moves. | |
| K. to Q. third sq. | 11. Q. Kt. to B. third sq. |

FIRST DEFENCE.

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|--|----------------------------------|
| 12. Kt. takes K. B. P. | 12. Q. Kt. to Q. Kt. fifth, chg. |
| 13. King moves. | 13. Q. to K. B. seventh sq. ch. |
| 14. K. to K. fifth sq. | 14. Q. to Q. B. fourth sq. ch. |
| 15. If you interpose Q. Kt., he takes K. Kt. | |
| K. takes Kt. | 15. Mates in two moves. |

SECOND DEFENCE.

- | | |
|-------------------------------|---------------------------|
| 12. K. B. takes P. chg. | 12. K. to K. second sq. |
| 13. Kt. takes Kt. ch. | 13. Q. P. takes Kt. |
| 14. K. B. to Q. Kt. third sq. | 14. Q. Kt. P. two sq. |
| 15. Q. Kt. to Q. Kt. sq. | 15. Rook checks. |
| 16. K. to Q. B. third sq. | 16. Kt. takes P. ch. |
| 17. K. to Q. Kt. fourth sq. | 17. Mates in three moves. |

THIRD DEFENCE.

- | | |
|--|---------------------|
| 12. Kt. takes Kt. | 12. Q. P. takes Kt. |
| 13. If you attack Q. with R., he plays Q. to K. B. seventh.—If you play Q. to K. Kt. sq., he moves Q. Kt. P. two sq., and on your then retreating K. B. to Kt. third, advances Kt. P. another sq., winning a piece, for if you remove Kt., you are Mated in three moves. | |

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|-----------------------------|-------------------------|
| Q. R. P. two sq. (A.) | 13. Castles. |
| 14. K. B. to R. second sq. | 14. K. R. checks. |
| 15. K. to Q. B. fourth sq. | 15. Q. B. checks. |
| 16. K. to Q. Kt. fourth sq. | 16. K. B. checks. |
| 17. K. to Q. R. fifth sq. | 17. Mates in two moves. |

(A.)

- | | |
|----------------------------------|---------------------------------|
| 13. Q. to K. B. sq. | 13. Q. Kt. P. two sq. |
| 14. K. B. to Q. Kt. third sq. | 14. Q. Kt. P. one sq. |
| 15. Kt. to Q. R. fourth sq. (B.) | 15. Q. B. checks. |
| 16. Q. B. P. two sq. | 16. P. takes P. en passant, ch. |
| 17. K. B. to Q. B. fourth sq. | 17. B. takes B. ch. |
| 18. K. takes B. | 18. P. takes Q. P. |
| 19. B. takes P. | 19. Q. takes B., and wins. |

(B.)

- | | |
|-------------------------------|------------------------------------|
| 15. Q. Kt. to Q. Kt. sq. | 15. Q. B. checks. |
| 16. Q. B. P. two sq. | 16. P. takes P. en pass. ch. |
| 17. K. B. to Q. B. fourth sq. | 17. Q. takes Q. ch. |
| 18. R. takes Q. | 18. P. takes Q. P. |
| 19. Q. B. takes P. | 19. Q. R. checks. |
| 20. K. to B. second sq. | 20. Q. B. takes B. |
| 21. Q. B. takes K. B. | 21. B. takes R. |
| 22. B. to K. Kt. seventh sq. | 22. K. to K. second sq., and wins. |

SECOND MODE OF PLAY.

- | | |
|-----------------------|------------------------------|
| 9. K. to K. third sq. | 9. K. B. to R. third sq. ch. |
|-----------------------|------------------------------|

FIRST DEFENCE.

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|---|---------------------------------------|
| 10. K. to Q. third sq. | 10. Q. P. one sq. |
| 11. Kt. takes K. B. P. | 11. Q. P. one sq. |
| 12. K. B. takes P. | 12. K. Kt. takes B. |
| 13. If you take R., he moves Q. to K. R. fourth sq. | 13. K. Kt. to Q. Kt. fifth sq. ch. |
| K. Kt. takes B. | 14. Q. takes Kt. |
| 14. K. to Q. B. fourth sq. | 15. Q. Kt. to R. third sq. ch. |
| 15. K. takes Kt. | 16. Q. to Q. B. third sq. ch. |
| 16. K. to Q. B. third sq. | 17. Kt. to Kt. fifth sq. ch. |
| 17. K. to Q. third sq. | 18. Kt. takes Q. B. P. ch., and wins. |
| 18. K. to K. third sq. | |

SECOND DEFENCE.

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|---|-----------------------|
| 10. K. to Q. fourth sq. | 10. Q. P. one sq. |
| 11. If you play K. Kt. to Q. third, he checks with Q. Kt., and takes K. P. with Kt. | |
| K. Kt. takes K. B. P. | 11. Q. Kt. P. two sq. |

12. If you take K. B., or play K. B. to Q. Kt. third, he wins a piece by checking with Q. B. P.

K. Kt. takes R. (C.)

12. Q. Kt. checks.

13. If K. go to Q. B. third, you are Mated in three moves.

K. to Q. third sq.

13. P. takes B. ch.

14. K. takes P.

14. Q. R. to Q. Kt. sq.

Black wins in a few moves.

(C.)

12. K. B. to Q. fifth sq.

12. K. Kt. takes B.

13. Kt. takes K. B.—If you take R., he checks with Kt. at Q. B. third sq., and afterwards Mates in three moves.

13. Q. B. P. checks.

14. If you take Kt., Black Mates in two moves.

K. to Q. third sq.

14. Kt. to Q. Kt. fifth sq. ch.

15. K. moves.

15. Q. takes Kt. and wins.

NINTH GAME.

WHITE.

BLACK.

1. K. P. two sq.

1. K. P. two sq.

2. K. B. P. two sq.

2. P. takes P.

3. K. Kt. to B. third sq.

3. K. Kt. P. two sq.

4. K. B. to Q. B. fourth sq.

4. K. Kt. P. advances.

5. K. Kt. to K. fifth sq.

5. Q. checks.

6. K. to B. sq.

6. Gambit P. moves. (best),

7. K. Kt. P. takes P.

7. K. Kt. to B. third sq.

FIRST MODE OF PLAY.

8. Kt. takes K. B. P.

8. Q. P. two sq.

9. If you take Q. P. with K. B., he takes P. with P. Kt. takes R.

9. K. Kt. P. takes P.

10. Q. takes P.

10. Q. B. checks.

11. K. to Kt. sq.

11. K. B. checks.

12. Q. P. two sq.

12. K. B. takes P. ch.

13. Q. B. to K. third sq.

13. Q. to K. eighth sq. ch. and wins.

SECOND MODE OF PLAY.

8. K. B. takes B. P. ch.

8. K. to K. second sq.

9. K. B. to Q. B. fourth sq.

9. Q. P. one sq.

10. If you play Kt. to K. B. seventh, he takes P. with P.—If you afterwards play Q. to K. sq., you are Mated in three moves; or if you play K. R. P. one sq., you are Mated in six moves; and lastly, if you then take P. with Q., you lose Q. immediately.

If, again, at move 10. you take Kt. P. with Kt., he changes

Kts. and plays K. B. to Kt. second.—If you then play K. B. to K. second, Black gives Checkmate in four moves; and if instead of this, you move Q. or K. R., he wins easily by playing R. to B. sq.—Finally, if at move 12. you advance K. R. P. one sq., he checks with K. R., and on your playing K. to K. second, Checkmates in three moves.

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|------------------------|----------------------------|
| K. Kt. to Q. third sq. | 10. P. takes P. |
| 11. Q. takes P. (A.) | 11. Q. P. one sq. |
| 12. B. takes P. | 12. Kt. takes B. |
| 13. P. takes Kt. | 13. Q. B. checks. |
| 14. K. to Kt. sq. | 14. K. R. checks and wins. |

(A.)

- | | |
|---|-------------------------------|
| 11. K. Kt. to B. second sq. | 11. Q. B. checks. |
| 12. If you move K. to K. sq., he plays Q. B. to K. Kt. seventh, and afterwards K. Kt. to Kt. fifth. | |
| Kt. takes B. | 12. Q. takes Kt. ch. |
| 13. K. to K. sq. | 13. Kt. takes K. P. and wins. |

THIRD MODE OF PLAY.

- | | |
|------------------------|------------------|
| 8. Kt. takes K. Kt. P. | 8. Kt. takes Kt. |
| 9. P. takes Kt. | 9. Q. P. two sq. |

FIRST DEFENCE.

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|---------------------------|-------------------------------|
| 10. K. B. takes P. | 10. Q. B. takes P. |
| 11. Q. to K. sq. | 11. Q. to K. R. sixth sq. ch. |
| 12. K. to B. second sq. | 12. K. B. checks. |
| 13. Q. P. two sq. | 13. B. takes P. ch. |
| 14. Q. B. to K. third sq. | 14. Q. to K. B. sixth sq. ch. |
| 15. K. to Kt. sq. | 15. Mates in three moves. |

SECOND DEFENCE.

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|--|-----------------------------------|
| 10. P. takes P. | 10. Q. ch. at R. sixth sq. |
| 11. If you move K. to K. sq., he takes P. with Q. B., winning Q., or Mating in three moves.—If you play K. to Kt. sq., he wins by moving K. R. to Kt. sq. | |
| K. to B. second sq. | 11. K. B. to K. second sq. |
| 12. If you move Q. to K., or K. second, he plays K. to Q. sq.—If you play Q. to K. B. sq., he forces your Queen.—If you move K. B. to K. second, he checks with B. at K. R. fifth; and on your playing K. to Kt. sq., takes P. with Q. B.; afterwards placing R. at Kt. sq., if you take B. with B., or play Q. to K. B. sq. | |
| Q. to K. B. third sq. | 12. K. B. to Q. B. fourth sq. ch. |
| 13. Q. P. two sq. | 13. B. takes P. ch. |
| 14. Q. B. to K. third sq. | 14. Q. takes Q. ch. |

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|-----------------------------|------------------------|
| 15. K. takes Q. | 15. B. takes Q. Kt. P. |
| 16. Q. Kt. to Q. second sq. | 16. B. takes R. |
| 17. R. takes B. | 17. K. R. P. two sq. |

Black has the better position.

FOURTH MODE OF PLAY.

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|---|-------------------------------------|
| 8. Q. to K. sq. | 8. Q. to K. R. sixth sq. ch. |
| 9. If you play K. to Kt. sq., he wins K. Kt.—If you play K. to B. second, he checks with K. B., and on your K. going to K. second, advances Q. P. one sq. | |
| K. to K. second sq. | 9. Q. P. one sq. |
| 10. Kt. takes K. Kt. P. | 10. Kt. takes Kt. |
| 11. P. takes Kt. | 11. B. takes P. ch. |
| 12. K. to B. second sq. | 12. K. B. to K. second sq. |
| 13. If you go with K. to Kt. sq., he plays Q. B. to K. B. sixth. | |
| Q. to K. third sq. | 13. K. B. checks. |
| 14. K. to Kt. sq. | 14. Q. B. to K. B. sixth, and wins. |

FIFTH MODE OF PLAY.

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|--|---------------------------------|
| 8. Q. to K. second sq. | 8. Q. P. one sq. |
| 9. K. Kt. takes K. Kt. P. | 9. Kt. takes Kt. |
| 10. P. takes Kt. | 10. Q. B. takes P. |
| 11. If you move Q. to K. third, he checks with Q. B., and then plays R. to Kt. sq. | |
| Q. to K. B. second sq. | 11. Q. B. to R. sixth sq. ch. |
| 12. K. to K. sq. | 12. Q. takes P. ch. |
| 13. Q. to K. second sq. | 13. Q. takes Q. |
| 14. K. takes Q. | 14. Q. Kt. to B. third sq., &c. |

SIXTH MODE OF PLAY.

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|---|----------------------|
| 8. K. R. P. one sq. | 8. P. takes K. R. P. |
| 9. If you take P. with B. ch., he moves K. to K. second, and on your B. retreating, plays Q. to Kt. sixth.—If you move Kt. to Kt. fourth, he changes Kts., then plays Q. to K. Kt. sixth, and afterwards K. R. to Kt. sq., and K. B. to Q. B. fourth. | |

FIRST DEFENCE.

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|----------------------------|----------------------------------|
| 9. Q. P. two sq. | 9. Q. P. one sq. |
| 10. K. Kt. to Q. third sq. | 10. Kt. to K. R. fourth sq. |
| 11. Q. to K. sq. | 11. K. Kt. checks. |
| 12. K. to Kt. sq. | 12. R. to K. Kt. sq. |
| 13. K. to R. second sq. | 13. Kt. to K. seventh, and wins. |

SECOND DEFENCE.

- | | |
|------------------------------|----------------------------|
| 9. Q. to K. sq. | 9. Q. to K. Kt. fourth sq. |
| 10. K. Kt. to Kt. fourth sq. | 10. Kt. takes Kt. |
| 11. P. takes Kt. | 11. Q. takes Kt. P. |

12. If you bring K. R. to Kt. sq., he checks with Q. at K. B. sixth, then changes Queens and plays K. B. to Q. B. fourth.—If you play K. R. to R. second, he moves K. R. to Kt. sq., and on your then playing R. to B. second, advances P. to R. seventh.

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|-------------------------------|--------------------------------------|
| Q. to K. second sq. | 12. K. R. P. two sq. |
| 13. Q. Kt. to B. third sq. | 13. K. R. to Kt. sq. |
| 14. Q. takes Q. (B.) | 14. P. takes Q. |
| 15. Kt. to Q. fifth sq. | 15. K. to Q. sq. |
| 16. Q. P. two sq. | 16. Q. B. P. one sq. |
| 17. Q. Kt. to K. B. sixth sq. | 17. K. R. to Kt. third sq. |
| 18. K. P. one sq. | 18. Q. P. two sq. |
| 19. K. B. to Q. third sq. | 19. K. Kt. P. one sq., and will win. |

(B.)

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|---|---|
| 14. K. to K. sq. | 14. K. B. to K. second sq. |
| 15. If you move K. R. to B. sq., Black checks with Q. at K. R. fifth, and on your interposing Q., plays K. R. to Kt. seventh. | |
| Q. Kt. to Q. fifth sq. | 15. Q. to K. R. fifth sq. ch. |
| 16. If you move K. to B. sq., he plays Q. to K. Kt. sixth. | |
| K. to Q. sq. | 16. Q. B. P. one sq. |
| 17. Kt. to Q. B. seventh sq. ch. | 17. K. to Q. sq. |
| 18. Kt. takes R. | 18. Q. P. two sq. |
| 19. Q. to K. sq. | 19. P. takes B. |
| 20. Q. takes Q. | 20. B. takes Q. |
| 21. Q. P. two sq. | 21. Q. B. checks. |
| 22. K. to Q. second sq. | 22. K. B. to Kt. sixth sq. |
| 23. K. to Q. B. third sq. | 23. P. to R. seventh sq. |
| 24. B. to K. third sq. | 24. Q. B. to K. B. sixth sq., and wins. |

THIRD AND LAST DEFENCE.

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|------------------------------|-------------------------------|
| 9. K. Kt. takes K. B. P. | 9. Q. P. two sq. |
| 10. K. B. takes P. | 10. Kt. takes B. |
| 11. Kt. takes R. | 11. Q. to K. Kt. sixth sq. |
| 12. R. to K. Kt. sq. | 12. P. to K. R. seventh. |
| 13. R. takes Q. | 13. P. Queens, ch. |
| 14. R. to Kt. sq. | 14. Q. B. ch. |
| 15. K. to K. second sq. | 15. Q. to R. seventh ch. |
| 16. K. to Q. third sq. | 16. Kt. to K. B. fifth ch. |
| 17. K. to K. third sq. | 17. Q. Kt. to B. third sq. |
| 18. Q. B. P. one sq. | 18. K. B. checks. |
| 19. Q. P. two sq. | 19. Castles. |
| 20. Kt. to K. B. seventh sq. | 20. R. takes Q. P., and wins. |

TENTH GAME.

The following Game was played by me, in correspondence with a friend (WM. BONE, Esq.), some time back. It arose out of a wish

to examine, whether the different great authorities (including LOLLI, PHILIDOR, SARRATT, and the authors of *Le Traité des Amateurs*), were right in their decision, as to the merit of this particular line of defence; or, whether they had not all come to an erroneous conclusion, respecting the position in question. As it does not appear that our analysis is invalidated by any bad move, I am confirmed in my opinion, that the attack ought invariably to regain the Gambit P., if the second player adopt the following mode of play.

WHITE.

BLACK.

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|---|--|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. B. P. two sq. | 2. K. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. B. to Q. B. fourth sq. | 4. K. Kt. P. advances. |
| 5. K. Kt. to K. fifth sq. | 5. Queen checks. |
| 6. K. to B. sq. | 6. K. Kt. to R. third sq. (bad). |
| 7. Q. P. two sq. | 7. Q. P. one sq. |
| 8. K. Kt. to Q. third sq. | 8. Gambit P. moves on. |
| 9. K. Kt. P. one sq. | 9. Q. to K. second sq.—Most writers have dismissed the game at this point, as being won for Black, through the acquired Pawn. There can be no doubt of Black's having played the best moves, since move 6, when he ought to advance Gambit P. (See final Note on this move). |
| 10. Q. Kt. to B. third sq. | 10. Q. B. P. one sq. |
| 11. K. R. P. one sq.—You might also play K. to B. second, and then Kt. to K. B. fourth. | 11. If Black retreat K. Kt. to Kt. sq., you take P. with R. P.; if he retake with B., you move Kt. to K. B. second, and on his then playing Q. to Q. second, you play K. R. to R. fourth.—Throughout this game, he would never gain any thing by advancing Q. Kt. P. |
| 12. Q. B. takes Kt. | K. B. P. two sq. (or Var.) |
| | 12. If he take B. with B., you take K. B. P. with P., and on his retaking with Q. B., take P. with K. R. P.; Black then takes Kt., and you retake with Q., remaining, (to use the words of PONZIANI, in the same position), " <i>con giuoco d' irreparabile offesa.</i> " |
| | K. B. P. takes K. P. |
| 13. Q. to Q. second sq. | |

IN THE FIRST PLACE.

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|---|---|
| | 13. B. takes B.—If he play Q. B. to K. third, you take Q. B. with K. B., and then take P. with Q. Kt. |
| 14. Q. takes B. | 14. K. to Q. sq. |
| 15. Q. R. to K. sq. | 15. Q. P. one sq. |
| 16. B. takes Q. P. | 16. Q. B. P. takes B. |
| 17. Kt. takes Q. B. P., and has a won game. | |

IN THE SECOND PLACE.

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| 14. Q. R. to K. sq. | 13. Q. P. one sq. |
| 15. K. R. P. takes P. | 14. Q. B. to K. B. fourth sq.—If this B. be played to K. third, you move Kt. to Q. B. fifth. |
| 16. Q. B. takes B. | 15. Q. B. to K. Kt. third sq. |
| 17. B. takes Q. P. | 16. R. takes B. |
| 18. Kt. takes Q. B. P., and has the better game. | 17. Q. B. P. takes B. |

IN THE THIRD PLACE.

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|--|---|
| 14. Q. Kt. takes P. | 13. Kt. P. takes R. P. |
| 15. B. attacks Q. | 14. If Black take B., you retake with Q.—If he play Q. B. to K. B. fourth, you attack Q. with Q. B., and get a winning game; lastly, if Q. P. one sq. |
| 16. You may now check with Kt. at K. B. sixth, or take B., having in either case a won game. | 15. If Q. remove, you check with K. B. to K. R. third sq. |

VARIATION ON MOVE 11.

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|--------------------------------|---|
| 12. B. takes Kt. (A.) | 11. K. Kt. P. takes P. |
| 13. Q. takes P. | 12. B. takes B. |
| 14. Q. Kt. to K. second sq. | 13. If he play K. R. to Kt. sq., you move K. Kt. to K. B. second, and if he then bring K. R. to K. Kt. third, you answer with Q. Kt. to K. second.—Playing K. B. to K. Kt. second sq. |
| 15. K. Kt. to K. B. second sq. | 14. If Black advance K. R. P. two sq., you play K. Kt. to K. B. second; and if Q. Kt. to Q. second sq. |
| | 15. Kt. to K. B. third sq., &c. Black's Pawn, being so far advanced, must fall. |

(A.)

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| 12. Q. takes P. | 12. Q. B. attacks Q. |
| 13. Q. to K. B. fourth sq. | |

FIRSTLY.

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| 14. Kt. to K. B. second sq. | 13. R. to K. Kt. sq. |
| 15. Kt. takes B. | 14. R. to K. Kt. third sq. |
| 16. Q. to K. B. third sq. | 15. Kt. takes Kt. |
| 17. Q. B. interposes, and wins; observing, that, if on the last move he had played Q. to K. B. third, you would also interpose B., and he could not take Q. P. | 16. R. to K. B. third sq. |

SECONDLY.

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|--------------------------------------|----------------------|
| 14. P. takes P. | 13. K. B. P. two sq. |
| 15. Q. B. to Q. second sq. | 14. B. takes P. |
| 16. B. retakes B., and ought to win. | 15. B. takes Kt. ch. |

THIRDLY.

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|------------------------------------|---|
| 14. K. Kt. to K. B. second sq. | 13. Q. Kt. to Q. second sq. |
| 15. Kt. takes B. | 14. If he play Kt. to K. B. third, you take B. with Kt.; if, again, he advance K. B. P. two sq., you take P. with P., and, on his retaking with B., play Q. B. to Q. second.—Lastly, if |
| 16. Q. to K. B. third sq. | K. R. to Kt. sq. |
| 17. Q. B. to K. B. fourth sq., &c. | 15. R. takes Kt. |
| | 16. Kt. to K. B. third sq. |

FOURTHLY, AND LASTLY.

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|---------------------------------|-----------------------------|
| 14. K. Kt. to K. B. second sq. | 13. K. B. to Kt. second sq. |
| 15. K. P. advances. | 14. K. B. P. two sq. |
| 16. K. B. to Q. third sq. | 15. Q. P. advances. |
| 17. Kt. takes doubled Pawn, &c. | 16. Q. Kt. to Q. second sq. |

(NOTE ON MOVE 9.)

In order that this game may be complete, as an analysis of the defence in question, I subjoin the moves consequent upon Black's checking with Q. at move 9.

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| | 9. Queen checks. |
| 10. K. to K. sq. (best). | 10. If he now attack R. with Q., you defend R. with Kt., and then win Queen by moving K. B. to B. sq. |
| 11. K. Kt. to K. B. fourth sq. | Q. to K. R. fourth sq. |
| 12. Q. B. interposes. | 11. Q. to Q. R. fourth sq. ch. |
| | 12. His best move is, Q. to Q. R. fifth, and on your then bringing out Q. Kt. to R. third, he retreats Q. to Q. second; you still, however, get the better game, by moving K. Kt. to Q. fifth. Suppose Black play |
| 13. K. Kt. to Q. fifth sq. | Q. to Q. Kt. third sq. |
| 14. K. B. to Q. third sq. | 13. Q. takes Q. P. |
| 15. Q. B. to K. third sq. | 14. Q. to Q. B. fourth sq. (fatal). |
| 16. Q. Kt. P. two sq. | 15. Q. to R. fourth sq. ch. |
| 17. B. checks K. and Q. | 16. Q. to Q. R. fifth sq. |
| 18. Kt. takes Q. B. P. checking, and then takes Q. &c. | 17. Q. takes B. |

CHAPTER XVIII.

THE MUZIO GAMBIT.

WE at length come to that opening which is, of all others, the most fertile in resource for the party playing the attack. Some time since, I published a new outline of the MUZIO GAMBIT, containing stronger methods of conducting the assault, than any previously introduced in the Chess circles*. I proceed to give this Analysis at much greater length than in the "brochure" alluded to, and with the improvements consequent upon a rigid and repeated examination of the different Variations.

While I must confess that I do not now consider the sacrifice of the Knight to be radically sound (though such was formerly my opinion), yet from the defence being so exceedingly difficult to discover *in actual play*, I should never fear staking the chances of victory upon this brilliant and impetuous attack.

Why this opening should be called the Muzio Gambit, I am at a loss to tell. SALVIO, in whose treatise we find the earliest mention of it, says, that it was indeed first shown to him by SIGNOR MUZIO, but that it had previously originated with DON GERONIMO CASCIO, playing casually with another player. Cascio is spoken of both by CARRERA and SALVIO, as having been highly skilled in Chess; while we learn from the same authority that Muzio was but a third-rate player. SARRATT (generally inaccurate), in his miserably-abridged translation of Salvio, makes the latter say that this Gambit was invented by Sig. Muzio; "who commonly won it of his adversary Don Geronimo Cascio!" It is difficult to imagine how so extraordinary a construction could have been put upon Salvio's words, which are as follows:—

"Dirò un' altro modo di Gambitto, il quale mai fu pensato, e per quanto mi venne riferito dal Signor Muzio, d'Alessandro, gentiluomo di molto garbo, e del giuoco molto intendente; succedé col Signor Don Geronimo Cascio, così gran giucatore, con un' altro giucatore casualmente."

FIRST GAME.

WHITE.

1. K. P. two sq.
2. K. B. P. two sq.
3. K. Kt. to B. third sq.
4. K. B. to Q. B. fourth sq.
5. Castles.
6. Q. takes P.

BLACK.

1. K. P. two sq.
2. P. takes P.
3. K. Kt. P. two sq.
4. K. Kt. P. advances.
5. P. takes Kt.
6. Q. to K. B. third sq.—

Preceding writers have shown that this is the best square to play Q. to.

* New Variations on the Muzio Gambit, by G. W.—London, 1831. 12mo. pp. 24.

7. K. P. one sq. (best). 7. Q. takes K. P.—Both Sarratt and Lewis have proved that if Black does not take K. P. with Q., you get a winning game by advancing Q. P. two sq.
8. Q. P. one sq. 8. K. B. to R. third sq.
9. Q. B. to Q. second sq. 9. K. Kt. to K. second sq.
10. Q. Kt. to B. third sq. 10. Q. B. P. one sq.
11. Q. R. to K. sq.—The foregoing moves are given as the best for both parties, by SARRATT* and LEWIS†; SARRATT, however, now directs White to play Kt. to K. fourth; which is a weak move, as Black can then get a secure position by advancing Q. P. two sq.
11. Q. to Q. B. fourth, ch.—The best square to give check upon.
12. K. to R. sq. 12. Q. P. two sq.
13. Q. to K. R. fifth sq. 13. Q. to Q. third sq.
14. K. B. takes P. 14. P. takes B.—Instead of this move it would certainly be better to play Q. to K. Kt. third sq., or at once to Castle.—I believe, however, that all players would take the Bishop, had they not previously examined the opening.
15. Kt. takes P. 15. If Black now play Q. B. to K. Kt. fifth, you take Kt. with R. ch.; and on his retaking with Q., you take Q. B.—If he play Q. B. to K. third, you take Q. B. with R.; threatening, if he retake, to check K. and Q. with Kt.—If he Castles, you take Kt. with Kt. ch., and on his moving K. to R., check again with B.; K. B. is interposed, and after changing Bishops, you take Q. B. with Kt., threatening, if Black retake, to win R.
- Q. Kt. to B. third sq.
16. R. takes Kt. ch.—It will be seen that this is not so sound as playing Q. B. to B. third, though very few players would be able to defend their game against this move, if it were first encountered in actual play.
16. Kt. takes R.
17. K. R. to K. sq. 17. If he move Q. to K. Kt. third, you take Kt. with R. ch., and then bring Q. to K. fifth.—If he move K. B. to Kt. fourth, you take K. B., and on Black's then playing Q. B. to K. third, you move Q. B. to Kt. fourth.

IN THE FIRST PLACE.

17. K. B. to K. B. sq. (fatal).
18. Q. B. to Kt. fourth.—Better play than taking Gambit P. with B.
18. Q. to K. Kt. third sq.
19. Q. to K. fifth sq. 19. If he move Q. B. to K. third,

* Treatise on the Game of Chess, by J. H. SARRATT.—*Lond.* 1821. 2 vols. 8vo.

† Lessons on Chess, by W. LEWIS. *Lond.* 1831-32. 2 vols. 8vo.

you check with Kt. at K. B. sixth, and on his going with K. to Q. sq., check with Q. at Q. sixth ; then, taking B. with R., you have a won game.

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| | K. B. P. one sq. |
| 20. Q. to Q. sixth sq. | 20. If he play Q. to Kt. second, you take Kt. with Kt. |
| | K. to B. second sq. |
| 21. R. takes Kt. ch. | 21. K. to Kt. sq. (best). |
| 22. Kt. takes P. ch. | 22. Q. takes Kt. |
| 23. Q. takes Q. | 23. B. must take R. |
| 24. Gives Checkmate in three moves. | |

IN THE SECOND PLACE.

17. Castles.
18. If you take Kt. with Kt. ch., he moves K. to R. ; and if you then play Kt. to Q. fifth, can move Q. to K. Kt. third, having the best of the game.—To take Kt. with R. is still worse for you ; your best move is
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|----------------------------|------------------|
| Q. B. to Q. Kt. fourth sq. | 18. Q. takes Kt. |
|----------------------------|------------------|
19. Q. takes K. B. 19. If Black play B. to K. third, you take Kt. with B., threatening to place B. at K. B. sixth. —Suppose your adversary to try as his

FIRST DEFENCE.

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| | 19. Kt. to K. Kt. third sq. |
| 20. B. takes R. | 20. Kt. takes B. |
| 21. R. to adv. K. sq. | 21. Q. to Q. B. fourth sq. |
| 22. Your best play is now to force a drawn game by taking Kt. with R., and then giving perpetual check.—If you play Q. P. one sq. | 22. Q. B. to K. B. fourth sq. |
23. If you check with Q. he interposes B.—If you take R. with R., he plays Q. to K. second, and you cannot take B. ; and, lastly, if you take Q., either before or after checking, he takes R. with R., and I should prefer Black's game.

SECOND DEFENCE.

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| | 19. Gambit P. moves. |
| 20. B. takes Kt. | 20. P. takes P. ch.—Black ought here to play K. R. to K. sq., which would give him a safe game. The accompanying moves are given, as being equally probable and instructive. |
| 21. K. to Kt. sq. | 21. If he play B. to K. R. sixth, you move B. to K. B. sixth : or, if R. to K. sq., you win by playing R. to K. third ; lastly, if—Q. checks, |
| 22. R. to K. third sq. | 22. R. to K. sq. |
| 23. Q. checks. | 23. Q. interposes. |
| 24. B. to K. B. sixth, and Mates next move. | |

THIRD DEFENCE.

20. Q. takes Q. B. 19. Q. B. to K. R. sixth. (best).
 20. Kt. moves, and will win.

IN THE THIRD PLACE.

18. Q. to K. R. fourth sq. 17. Q. B. to K. Kt. fifth sq.
 18. Q. B. to K. third sq.
 19. Q. B. to Q. Kt. fourth sq. 19. Kt. attacks Q., and ought to win.

SECOND GAME.

WHITE.

BLACK.

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|-----------------------------------|---|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. B. to Q. B. fourth sq. | 4. K. Kt. P. advances. |
| 5. Castles. | 5. P. takes Kt. |
| 6. Q. takes P. | 6. Q. to K. B. third sq. |
| 7. K. P. one sq. | 7. Q. takes K. P. |
| 8. Q. P. one sq. | 8. K. B. to R. third sq. |
| 9. Q. B. to Q. second sq. | 9. K. Kt. to K. second sq. |
| 10. Q. Kt. to B. third sq. | 10. Q. B. P. one sq. |
| 11. Q. R. to K. sq. | 11. Q. to B. fourth sq. ch. |
| 12. K. to R. sq. | 12. Q. P. two sq. |
| 13. Q. to K. R. fifth sq. | 13. Q. to Q. third sq. |
| 14. K. B. takes P. | 14. P. takes B. |
| 15. Kt. takes P. | 15. Q. Kt. to B. third sq. |
| 16. Q. B. to B. third sq. (best). | 16. If Black castle, you check with Kt.—If he withdraw R. you check with Kt. at K. B. sixth, and then take K. B. with Q.—If he play Q. to Q. sq. he is Mated in two moves.—If he play K. to B. sq. you take Kt. with Kt., and then take R.; as being sounder play, than taking Kt. first with R., and then attacking Q. with B. |

FIRST DEFENCE.

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| 17. Q. takes Q. (B.) | 16. Q. to K. Kt. third sq. |
| 18. B. takes Rook. | 17. K. B. P. takes Q. (best). |
| 19. Kt. takes Gamb. P. | 18. K. to B. second sq. |
| 20. R. takes B. ch. | 19. B. takes Kt. |
| 21. Q. B. to B. third sq. | 20. Q. B. interposes. |
| | 21. Kt. to Q. fourth sq.—White has not a bad game, though not perhaps so strong as in (B). |

(B.)

17. R. takes Kt. chg. (best). 17. If he take R. with Kt., you win, easily, by playing Q. to K. fifth.

18. Q. takes Q. K. to B. sq. (best).
 19. R. to Q. B. seventh. 18. K. R. P. takes Q.
 K. B. to Kt. second, you take Gambit P. with Kt., and have a good game.
 20. Kt. takes G. P. (D.) Q. B. to K. third sq. (C.)
 21. R. takes B. 20. B. takes Kt.
 22. R. takes Q. Kt. P. and the game is at least equal, for three Pawns are equivalent to the Kt.—Observe, that if he were now to take Q. R. P., you would win by pushing Q. Kt. P. one sq.
 21. R. to K. R. fourth sq.

(C.)

20. Kt. to K. B. sixth sq. 19. K. R. moves.
 21. R. takes Q. Kt., and if he retake R., Mates cum B. 20. R. to K. Kt. second sq.

(D.)

20. B. takes R. 20. B. takes Kt.
 21. R. takes Q. Kt. P., and you have the advantage in position, and equality in force; a Rook and two Pawns being worth two minor pieces.

SECOND DEFENCE.

17. Q. takes Q. B. 16. Q. B. attacks Q.
 you take R.; and as the Gambit P. will most probably fall, I would take White's game for choice. 17. If Black take Kt. with Q.,
 R. to K. B. sq.
 18. R. takes Kt. ch. 18. Kt. takes R.
 19. R. to K. sq. 19. Q. takes Kt.
 20. B. to K. B. sixth sq. 20. Q. to Q. B. fourth, or Q. third.
 —If he had interposed Q. at K. third, you would take Q. with R., and then win B. by a divergent check.
 21. R. takes Kt. ch. 21. Q. takes R.
 22. B. takes Q. 22. K. takes B.
 23. Q. to K. R. fourth sq. chg. 23. K. to Q. second sq.
 24. Q. takes B. 24. Q. R. to K. sq.
 25. K. R. P. two sq., with a fine game.

THIRD DEFENCE.

17. Kt. takes Kt. 16. K. to Q. sq.
 17. If Kt. take Kt., you capture R. with B.

FIRSTLY.

17. R. to K. sq.

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|---------------------------------------|------------------------------------|
| 18. Kt. takes Kt. ch. | 18. Q. takes Kt. (best). (E.) |
| 19. Q. to K. R. fourth sq. ch. | 19. K. to Q. second, to save K. B. |
| 20. R. takes R. | 20. K. takes R. |
| 21. Rook checks. | 21. Q. B. interposes. |
| 22. Q. takes K. B., and ought to win. | |

(E.)

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|---|---|
| 19. B. to Q. R. fourth sq. ch. | 18. P. takes Kt. |
| 20. R. takes R. | 19. K. to Q. second sq. |
| 21. R. checks. | 20. K. takes R. |
| | 21. Black ought to interpose Q.
B.; but if
K. to B. sq. |
| 22. B. to Q. Kt. fourth, and the game is "vinto di sua natura." | |

SECONDLY.

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|---|--|
| 18. Kt. takes Kt. ch. | 17. R. to K. B. sq. |
| 19. Q. to K. R. fourth sq. ch. | 18. Q. takes Kt. |
| 20. Q. to K. seventh sq. ch. | 19. K. to Q. B. second sq. |
| | 20. To prevent perpetual check, he
interposes Q. B. |
| 21. B. to K. fifth sq. ch. | 21. K. to B. sq. (G.) |
| 22. B. takes Gambit P., and has the better position; observing, that
if Black play R. to K. sq., you take P. with Q. | |

(G.)

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|--|-------------------------|
| 22. Q. to Kt. fourth sq. ch. | 21. K. to Kt. third sq. |
| 23. Q. to R. third sq. ch. | 22. K. to R. third sq. |
| 24. Q. to Q. sixth, ch., and draws the game; for, unless he interpose
Q., he must lose K. B.; and on his interposing Q., you repeat
the check, &c. | 23. Q. interposes. |

FOURTH DEFENCE.

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| | 16. Q. B. to Q. second sq. |
| 17. White may now check with Kt. at K. B. sixth, and then take B.
with Q.; or
Kt. takes Kt. | 17. Kt. takes Kt. |
| 18. B. takes R. | 18. Castles. |
| 19. Q. takes K. B. P., and White's game is not inferior to his friend's. | |

THIRD GAME.

WHITE.

1. K. P. two sq.
2. K. B. P. two sq.
3. K. Kt. to B. third sq.
4. K. B. to Q. B. fourth sq.

BLACK.

1. K. P. two sq.
2. P. takes P.
3. K. Kt. P. two sq.
4. K. Kt. P. advances.

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|----------------------------|---|
| 5. Castles. | 5. P. takes Kt. |
| 6. Q. takes P. | 6. Q. to K. B. third sq. |
| 7. K. P. one sq. | 7. Q. takes K. P. |
| 8. Q. P. one sq. | 8. K. B. to R. third sq. |
| 9. Q. B. to Q. second sq. | 9. K. Kt. to K. second sq. |
| 10. Q. Kt. to B. third sq. | 10. Q. B. P. one sq. |
| 11. Q. R. to K. sq. | 11. Q. to Q. B. fourth sq. ch. |
| 12. K. to R. sq. | 12. Q. P. two sq. |
| 13. Q. to K. R. fifth sq. | 13. Q. to Q. third sq. |
| 14. Kt. to K. fourth sq. | 14. P. takes Kt.—It would be sounder play to move Q. to K. Kt. third sq., but it is presumed that most players would take the Kt., who had not previously studied the position. |
15. K. B. takes K. B. P. ch. 15. K. to Q. sq.
16. P. takes P. (best).—If Black play K. to Q. B. second, you move Q. B. to B. third, attacking R., and threatening to play the B. to K. fifth.—If Black advance Gambit P., you may, at once, take K. B. with Q. B.; and if, instead, he play Q. to K. B. third, you win by moving Q. B. to Q. B. third.—If he retreat K. B. to K. Kt. second, you check with Q. B., compelling him to interpose Q. Kt. P.; you then play Q. R. to Q. sq. and on his answering with Kt. to Q. fourth, you take Kt. with B., and ought to win.—The only remaining moves worth looking at, are

FIRST DEFENCE.

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| 17. K. P. one sq. | 16. Q. Kt. to Q. second sq. |
| 18. Q. takes K. B. | 17. Q. takes Q. B. |
18. If he now move Kt. to K. B. fourth, you check, and take Kt. with Q.; and if, instead, he take Q. B. P. with Q., or move her to Q. Kt. fourth, you obtain a formidable attack, by playing Q. to K. Kt. seventh, and advancing K. P.

SECOND DEFENCE.

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| 17. K. P. one sq. | 16. Q. B. to Q. second sq. |
| 18. Q. takes B. | 17. Q. takes B. |
18. Q. takes B.—In this situation, I am of opinion, that White has sufficient advantage to win the game. It is true, that you are minus two pieces; but let Black play as he will, you recover one of them immediately; and some of your opponent's pieces might just as well be off the board, as in their present confined range of action.—At some future opportunity I shall return to the examination of this position, and give the Variations upon it, at the length they are so well entitled to.

FOURTH GAME.

WHITE.

BLACK.

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|--|--|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. B. to Q. B. fourth sq. | 4. K. Kt. P. advances. |
| 5. Castles. | 5. P. takes Kt. |
| 6. Q. takes P. | 6. Q. to K. B. third sq. |
| 7. K. P. one sq. | 7. Q. takes K. P. |
| 8. Q. Kt. P. one sq.—For this new and scientific method of playing the attack, I am indebted to A. McD*****, Esq., one of the most skilful players of the day, and probably second to none other in Europe.—If Black play K. B. to K. second, or K. Kt. second, you bring out Q. Kt. and then play Q. B. to R. third.—If he check with B. you retire K. to corner. The remaining principal modes of defence we will look at in separate games. | |
| 9. Q. Kt. to B. third sq. | 8. Q. takes R. (bad). |
| 10. K. to corner. | 9. K. B. checks. (best). |
| 11. Q. takes P.—This appears to be rather stronger than Q. P. two; (see fifth game). | 10. K. Kt. to K. second sq. (best). |
| 12. K. B. takes P. chg. | 11. R. to K. B. sq.—I cannot find that Black would gain anything by advancing Q. P. two. |
| 13. Q. P. two sq. | 12. K. to Q. |
| 14. Q. to K. R. sixth sq. | 13. Q. takes Kt. (A.) |

FIRST DEFENCE.

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|----------------------------|---|
| | 14. Kt. to K. B. fourth sq.—If he had moved Kt. home, you would Mate in three moves.—If, again, he take K. B. with R., you Mate in two moves. |
| 15. B. checks. | 15. B. interposes. |
| 16. Q. takes R.—Checkmate. | |

SECOND DEFENCE.

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|---|--|
| | 14. If he play Q. P. one, he is Mated in two, and playing Q. P. two sq., in three moves. |
| | Q. B. P. one sq. |
| 15. Q. takes R. ch. | 15. K. to Q. B. second sq. |
| 16. P. takes K. B. | 16. Q. retakes P. |
| 17. B. checks, and on his moving K., wins by playing R. to K. sq. | |

THIRD DEFENCE.

- | | |
|-----------------|---------------------|
| | 14. R. to K. sq. |
| 15. P. takes B. | 15. Q. to K. R. sq. |
| 16. B. takes R. | |

IN THE FIRST PLACE.

16. Q. takes B.

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|---|----------------------------|
| 17. R. to K. B. eighth sq. | 17. Q. P. one sq. |
| 18. Q. B. to B. fourth sq. | 18. B. to Q. second sq. |
| 19. P. takes P. | 19. P. takes P. |
| 20. B. takes P. | 20. Q. Kt. to B. third sq. |
| 21. R. takes Q. ch., and on his taking R. with B., you take K. R. P. with Q., &c. | |

IN THE SECOND PLACE.

- | | |
|--|----------------------------|
| 17. Q. to K. R. fifth sq. ch. | 16. K. takes B. |
| 18. B. to R. sixth sq. | 17. K. to Q. sq. |
| 19. R. checks. | 18. Q. P. one sq. |
| 20. B. takes Q. | 19. Q. takes R. |
| 21. Q. takes R. P. | 20. Q. Kt. to B. third sq. |
| 22. K. R. P. two sq. | 21. Q. B. to K. third sq. |
| 23. Q. to K. Kt. seventh sq.; then advances K. R. P., and ought to win the game. | 22. K. to Q. second sq. |

FOURTH DEFENCE.

- | | |
|--|---------------------|
| 15. P. takes B. | 14. K. R. to R. sq. |
| 15. If he take P. with Q., you win by playing Q. to K. Kt. seventh.—If he move Q. to K. fourth, you answer with Q. B. to B. fourth, and then pin Kt., if he return with Q. to Q. B. sixth. | |

IN THE FIRST PLACE.

- | | |
|--|----------------------------|
| 16. K. B. to R. fifth sq. | 15. Q. Kt. to B. third sq. |
| 17. P. takes P. | 16. Q. P. one sq. |
| 18. Q. takes P. ch., and ought to win. | 17. P. takes P. |

IN THE SECOND PLACE.

- | | |
|---|-----------------------------|
| 16. P. takes P. | 15. Q. P. one sq. (or two). |
| 17. Q. takes P. ch. | 16. P. takes P. |
| 18. B. to Kt. fifth sq., with a winning game. | 17. B. interposes. |

IN THE THIRD PLACE.

- | | |
|--|--------------------------|
| 16. Q. B. to K. B. fourth sq. | 15. Q. B. P. one sq. |
| 16. If he remove Kt., you check with Q., &c.—If he play Q. Kt. to R. third, you place B. at Q. sixth, and if he then take P. with Kt., you win immediately by moving Q. to K. Kt. fifth. | |
| 17. Q. to Kt. seventh sq. | Q. takes P. |
| 18. Q. takes R. ch. | 17. Q. P. one sq. (If) |
| 19. R. to Q. sq. | 18. K. to B. second sq. |
| 20. Q. B. to Kt. fifth sq. | 19. Kt. to Q. fourth sq. |
| | 20. Q. Kt. P. two sq. |

21. Q. B. P. two sq. 21. K. Kt. to Q. Kt. third.
 22. B. to K. seventh sq., secure of victory.

FIFTH DEFENCE.

15. Q. B. checks. 14. Kt. to K. Kt. third sq.
 16. B. takes B. ch. 15. B. interposes.
 17. Q. to Kt. fifth sq. ch. 16. K. takes B.
 18. Q. gives Checkmate. 17. K. to Q. third sq.

(A.)

13. Kt. to K. Kt. third sq.—If he retreat K. B., you win by moving Q. to K. B. third.
 14. Q. to K. B. third sq. 14. If he move K. B. to K. second, you play Q. B. to K. R. sixth, and if Black then take R. with Q., you take Q. with Q. R. takes B.
 15. Q. takes R. and wins, for if he take Q. Kt. with Q., you Mate in three moves.

FIFTH GAME.

WHITE.

BLACK.

- | | |
|------------------------------|-----------------------------|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. B. to Q. B. fourth sq. | 4. K. Kt. P. advances. |
| 5. Castles. | 5. P. takes Kt. |
| 6. Q. takes P. | 6. Q. to K. B. third sq. |
| 7. K. P. one sq. | 7. Q. takes K. P. |
| 8. Q. Kt. P. one sq. | 8. Q. takes R. (bad). |
| 9. Q. Kt. to B. third sq. | 9. K. B. checks. (best). |
| 10. K. to corner. | 10. K. Kt. to K. second sq. |
| 11. Q. P. two sq. | |

FIRST DEFENCE.

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|---|---|
| 12. Q. B. takes P. | 11. K. B. to Q. third sq. (bad). |
| second, you return with Q. B. to Q. B. sq., threatening to Mate in three moves. | 12. If he move Q. to your Q. Kt. Q. takes R. |
| 13. Q. takes Q. | 13. B. takes B. |
| 14. Q. takes B. | 14. If he Castle, you check at K. Kt. fifth, and on his interposing Kt., advance Kt. to K. fourth. K. R. to K. B. sq. |
| 15. Q. takes Q. B. P. | 15. If he play Q. Kt. to B. third, you advance Kt. to K. fourth.—K. B. P. two sq. |
| 16. Q. Kt. to Q. Kt. fifth sq. | 16. K. R. to K. B. third sq. |

17. Q. to K. fifth sq. 17. K. R. to B. sq.
 18. Kt. checks at Q. B. seventh, and then takes Q. R., having a won game.

SECOND DEFENCE.

11. K. B. takes P. (best).
 12. If you take the Gamb. P. with Q., his best move is to take Q. B. with Q.; after which your attack is worthless, if Black know the correct moves.
 K. B. takes B. P. ch. 12. K. to Q. (best).
 13. Q. B. to Q. second sq. 13. Q. takes R. ch.
 14. Q. takes Q., and I prefer White's game.

SIXTH GAME.

WHITE.

BLACK.

- | | |
|--------------------------------|---|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. B. to Q. B. fourth sq. | 4. K. Kt. P. advances. |
| 5. Castles. | 5. P. takes Kt. |
| 6. Q. takes P. | 6. Q. to K. B. third sq. |
| 7. K. P. one sq. | 7. Q. takes K. P. |
| 8. Q. Kt. P. one sq. | 8. Q. P. two sq. |
| 9. K. B. takes P. | 9. If he check, you move K. to corner.—If he attack Q. with Q. B., you take Q. B. with Q., and if he then take R., Mate in six moves. |
| | Q. B. P. one sq. |
| 10. Q. B. to Q. Kt. second sq. | |

No. 1.

- | |
|-----------------------------|
| 10. Q. takes K. B. |
| 11. Q. to K. third sq. |
| 11. Q. to K. second sq. ch. |
| 12. Q. to K. B. second sq. |

FIRST DEFENCE.

- | |
|---|
| 12. K. Kt. to K. second sq. |
| 13. K. B. to K. R. third sq. |
| 13. B. takes R. |
| 14. Q. Kt. to B. third; then plays Q. R. to K. sq., and at the proper time, Kt. to K. fourth, having a fine position. |

SECOND DEFENCE.

- | |
|---|
| 12. K. B. P. one sq. |
| 13. Q. takes R. ch. |
| 13. R. to K. sq. |
| 14. Q. takes Q. ch., and ought, I think, to win; for, although Black has three pieces for the Queen, they are not in good play. |

THIRD DEFENCE.

- | | |
|---|----------------------------|
| 13. R. to K. sq. | 12. K. Kt. to B. third sq. |
| 14. Q. to K. B. third sq. | 13. Kt. to K. fifth sq. |
| 15. K. to B. sq., with a strong position. | 14. B. checks. |

No. 2.

- | | |
|--|--|
| 11. K. B. takes K. B. P. ch. | 10. Q. takes Q. B. |
| 11. If he play K. to Q. sq., you bring out Q. Kt. to B. third; and if he then take Q. B. P. with Q., take Gamb. P. with Q.—Black then plays Q. B. to Q. second sq., and you move Q. to K. fifth, having the better game, from the great power of your situation. | |
| K. takes B. | |
| 12. You may now at once take P. ch., for if he interpose Q. you win her on the move, and if he interpose Kt. or play anything else, you bring out Q. Kt.—Or you may play now | |
| Q. Kt. to B. third sq. | 12. If Black play B. to K. R. third, you check at K. R. fifth. |
| Q. takes Q. B. P. | |
| 13. Q. takes P. ch. | 13. Q. B. covers, for if he interpose Q. she is lost directly. |
| 14. Q. R. to K. sq. | 14. If he check with B., you move K. to corner. |
| K. Kt. to K. second sq. | |
| 15. Kt. to K. fourth sq. | 15. Q. Kt. to Q. second sq. |
| 16. Kt. checks at Q. sixth, and I prefer your game. | |

SEVENTH GAME.

WHITE.

BLACK.

- | | |
|--|-----------------------------------|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. B. to Q. B. fourth sq. | 4. K. Kt. P. advances. |
| 5. Castles. | 5. P. takes Kt. |
| 6. Q. takes P. | 6. Q. to K. B. third sq. |
| 7. K. P. one sq. | 7. Q. takes K. P. |
| 8. Q. Kt. P. one sq. | 8. Q. Kt. to B. third sq. (best). |
| 9. It would be giving up too much, to play Q. B. to Q. Kt. second. | |
| Q. Kt. to B. third sq. | 9. Q. Kt. to Q. fifth sq. |
| 10. Q. to K. B. second sq. | 10. K. B. to Q. B. fourth sq. |
| 11. K. to corner. | 11. Kt. to K. third sq. |
| 12. Q. to K. B. third sq.—The defence, as played in this game, I consider to be the best yet discovered; Black must be careful, however, in playing his next move. White has still a good attack, but I fear not enough to compensate for the sacrifice made to obtain it. | |

EIGHTH GAME.

WHITE.

1. K. P. two sq.
2. K. B. P. two sq.
3. K. Kt. to B. third sq.
4. K. B. to Q. B. fourth sq.
5. Castles.
6. Q. takes P.
7. K. P. one sq.
8. Q. Kt. P. one sq.
9. Q. Kt. to B. third sq.
10. Q. to K. B. second sq.
11. K. to corner.

BLACK.

1. K. P. two sq.
2. P. takes P.
3. K. Kt. P. two sq.
4. K. Kt. P. advances.
5. P. takes Kt.
6. Q. to K. B. third sq.
7. Q. takes K. P.
8. Q. Kt. to B. third sq.
9. Q. Kt. to Q. fifth sq.
10. Kt. takes Q. B. P.

IN THE FIRST PLACE.

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|--|-----------------------------|
| 12. Q. P. two sq. | 11. K. B. to K. second sq. |
| 13. Q. B. takes P. | 12. Kt. takes P. |
| 14. Q. B. takes Q. B. P. with the better game. | 13. Q. to K. Kt. second sq. |

IN THE SECOND PLACE.

- | | |
|-----------------------------|------------------------|
| 12. Q. to K. second sq. ch. | 11. Q. to Q. fifth sq. |
|-----------------------------|------------------------|

FIRST DEFENCE.

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|---|---|
| 13. Q. B. to Q. Kt. second sq. | 12. K. B. interposes.—If he interpose Kt., he loses sooner. |
| 14. B. takes Q. Kt.—For the sake of variety, you may here occasionally risk another move. | 13. Kt. takes R. |
| 15. Kt. to Q. fifth sq. | 14. Q. to K. Kt. second sq. |
| 16. R. takes P., and ought to win. | 15. K. B. P. one sq. |

SECOND DEFENCE.

- | | |
|---|---|
| 13. Q. B. to Kt. second sq. | 12. K. to Q. sq. |
| 14. B. takes Kt. | 13. Kt. takes R. |
| 15. Kt. to Q. fifth sq. | 14. Q. to K. Kt. second sq. |
| 16. R. takes P. | 15. K. B. P. one sq. |
| 17. Kt. takes B. | 16. K. B. to K. second sq. |
| 18. Q. B. takes P. | 17. Kt. takes Kt. (A.) |
| 19. Q. to K. fifth sq. | 18. Q. to K. B. sq. |
| you take Kt. with B.—If he play Q. B. P. one sq., you take R. | 19. If Black move Q. P. one sq., K. R. to K. Kt. sq. |
| 20. Q. B. to K. R. fourth sq. | 20. If he move Q. to K. Kt. second, you take Q. with Q. |

21. R. to K. B. seventh sq. Q. to K. sq.
 22. B. takes Kt. ch. 21. Q. P. one sq.
 23. K. B. checks at Kt. fifth, and on his interposing Q. B. P., Check-
 mates with Queen, taking Q. P. 22. K. to Q. second sq.

(A.)

18. R. to K. fourth sq. 17. Q. takes Kt.
 19. B. takes Kt. 18. Q. to K. B. sq.
 20. R. to adv. K. sq. ch. 19. R. takes B.
 21. Gives Checkmate in two moves. 20. Q. takes R.

NINTH GAME.

WHITE.

1. K. P. two sq.
2. K. B. P. two sq.
3. K. Kt. to B. third sq.
4. K. B. to Q. B. fourth sq.
5. Castles.
6. Q. takes P.
7. K. P. one sq.
8. Q. Kt. P. one sq.
9. Q., Kt. to B. third sq.
10. Q. to K. B. second sq.
11. K. to corner.
12. Q. P. two sq.
13. Q. takes Kt.
14. Q. B. takes P.
15. Q. to K. fourth sq. ch.

BLACK.

1. K. P. two sq.
2. P. takes P.
3. K. Kt. P. two sq.
4. K. Kt. P. advances.
5. P. takes Kt.
6. Q. to K. B. third sq.
7. Q. takes K. P.
8. Q. Kt. to B. third sq.
9. Q. Kt. to Q. fifth sq.
10. Kt. takes Q. B. P.
11. K. B. to Q. B. fourth sq.
12. K. B. takes Q. P.
13. K. B. takes Kt.
14. Q. to K. Kt. second sq.

FIRST DEFENCE.

16. Q. R. to Q. B. sq. 15. Kt. interposes.
 17. Q. B. takes Q. B. P., and has the better game; observing, that
 if Black should Castle, White plays Q. B. to Q. sixth. 16. K. B. to K. B. third.

SECOND DEFENCE.

16. Q. R. to K. sq. 15. K. to K. B. sq.
 17. R. takes B. 16. B. takes R.

IN THE FIRST PLACE.

18. Q. takes Kt. ch. 17. Kt. to K. second sq.
 19. Queen checks. 18. K. to Kt. sq.
 19. Q. interposes.

- 20. Q. takes Q. ch.** **20. K. takes Q.**
21. Q. B. to K. R. sixth, ch., and Mates next move.

IN THE SECOND PLACE.

17. K. Kt. to B. third sq.
18. Q. to K. seventh sq. ch. 18. K. to Kt. sq.
19. Q. B. to K. R. sixth, having a won game.

IN THE THIRD PLACE.

17. Q. to K. Kt. third sq.
18. If Black play K. Kt. to B. third, you check with Q. B. at K. R. sixth, and, on his taking B. with Q., give Checkmate in two moves.
K. B. P. one sq.
19. Q. takes Q. B.
19. Q. B. ch. at K. R. sixth.
20. Gives Mate in two moves.

THIRD DEFENCE.

- | | |
|---------------------------|----------------------------------|
| 16. Q. R. to K. sq. | 15. K. to Q. sq. |
| 17. R. takes B. | 16. B. takes R. |
| 18. Q. to K. fifth sq. | 17. Q. to K. B. sq. |
| 19. Q. takes R. | 18. Q. P. one sq. |
| 20. Q. B. to R. sixth sq. | 19. Q. B. to K. third. (A.) (B.) |

IN THE FIRST PLACE.

20. Q. to K. sq.
21. If he interpose Kt. at K. second, you win a piece by moving Q. to K. B. sixth sq.—If he play K. to Q. B. sq. you take K. R. P. with Q. K. to Q. second.—(If)
22. Q. takes K. R. P. 22. If Black play Kt. to K. second, you change Bishops, and move R. first to K. B. sq., and then to K. B. seventh.—If he play K. to Q. B. third, you change Bishops, and then check with R. at Q. B. sq. K. to Q. B. sq.
23. Q. to K. B. fifth sq. 23. If he move Kt. to K. second, you would win by taking B. with B. chg. K. to Q. second sq.
24. Q. to Q. Kt. fifth sq. ch. 24. P. interposes.
25. Q. takes Q. Kt. P.—Mate.

IN THE SECOND PLACE.

20. Q. takes Q. B.
21. K. to Q. second sq.
21. Q. takes Kt. ch.
22. Q. takes Q. R., and ought to win.

(A.)

- | | |
|-------------------------------|----------------------------|
| 20. Q. B. to K. R. sixth sq. | 19. Q. B. to Q. second sq. |
| 21. Q. takes Kt. ch. | 20. Q. takes Q. B.. |
| 22. Q. takes Q. ch. | 21. Q. interposes. |
| 23. Q. takes Q. B.—Checkmate. | 22. B. interposes. |

(B.)

- | | |
|---|----------------------|
| 20. Q. takes R. P. (best). | 19. Q. B. P. one sq. |
| 20. If Black move K. to Q. B. second, or Q. second, you win by placing R. at Q. sq.—If he move Q. B. to Q. second, you take Q. P. with Q. B., and then take Kt., and afterwards R., with Q.—If, again, he play Q. B. to K. third, you take B. with B., and on his retaking with P., you take Q. P. with B., afterwards capturing Kt. and R. with Q. | |
| 21. Q. to K. R. fourth sq. ch. | Q. P. one sq. |
| 21. If he interpose Kt. at K. second, you may at once take it with R., and on his then playing K. B. P. one sq., move Q. B. to Q. sixth, which would give you the game. | |

FIRST DEFENCE.

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|---|-------------------------|
| 22. K. B. to Q. third sq. | 21. K. to Q. second sq. |
| 22. Kt. to K. second.—If Black had advanced B. P. two sq., you ought to check with Q. at K. R. seventh. | |
| 23. Q. to K. B. sixth sq. | 23. K. to K. sq. |
| 24. Q. B. to K. R. sixth, and White wins the game. | |

SECOND DEFENCE.

- | | |
|---|----------------------------|
| 22. Q. to K. R. seventh sq. | 21. K. B. P. one sq. |
| 23. K. B. to Q. third sq. | 22. Q. B. to Q. second sq. |
| 23. If Black play K. B. P. one sq., you take it with K. B. ; and if, instead, he play Kt. to K. second, you place B. at Q. sixth. | |
| 24. K. B. to K. B. fifth sq. | K. to Q. B. sq. |
| 24. Q. to Q. sq.—If he had played Kt. to K. second, you should take it with R. | |
| 25. B. takes B. ch. | 25. Q. takes B. |
| 26. Rook ch. | 26. Q. takes R. |
| 27. Queen gives Checkmate. | |

TENTH GAME.

WHITE.

1. K. P. two sq.

BLACK.

1. The same.

- | | |
|------------------------------|----------------------------|
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. B. to Q. B. fourth sq. | 4. K. Kt. P. advances. |
| 5. Castles. | 5. P. takes Kt. |
| 6. Q. takes P. | 6. Q. to K. B. third sq. |
| 7. K. P. advances. | 7. Q. takes K. P. |
| 8. Q. P. one sq. | 8. K. B. to R. third sq. |
| 9. Q. B. to Q. second sq. | 9. K. Kt. to K. second sq. |
10. Q. Kt. to B. third sq.—If you play Q. B. to Q. B. third, Black checks with Q. at Q. B. fourth sq., and then moves K. R. to Kt. sq.
10. Q. Kt. to B. third sq.
11. Q. R. attacks Q. 11. Q. to Q. B. fourth sq. ch.
12. The best play for you, is to move K. to corner, after which I prefer your game. Black's tenth move is frequently adopted; I do not like it, but the variations springing from it are too many for our present consideration. With an inferior player you may attempt the following:
- | | |
|-----------------------|-------------------------|
| Q. B. to K. third sq. | 12. P. takes B. (best). |
|-----------------------|-------------------------|
13. Q. to K. B. sixth sq. 13. If Black push K. P., discovering check, you interpose R., and get a fine game.
- R. to K. B. sq.
14. Q. takes B.—Supposing the best moves to be played, I think that from this position Black ought to win.—I cannot quit the Muzio Gambit without observing that there are twenty other ways of modelling the attack, all inferior, for many of which I refer you to previous writers. One of them consists in White's pushing Q. P. two sq. at the sixth move, instead of immediately taking the P. I cannot think this move worthy of much attention, as it is so completely and directly broken up by Black's also pushing Q. P. two sq.—Many of the best concerted attacks in various Openings might be frustrated by the timely sacrifice of the Q. P., particularly in receiving the odds of a piece.

CHAPTER XIX.

THE CUNNINGHAM GAMBIT.

THIS opening is called by BERTIN * the Three Pawns Gambit, but is generally known as the Cunningham Gambit, from its being supposed to have originated with the celebrated English Chess player of that name.

* The noble game of Chess, by CAPT. BERTIN. Lond. 1735. 12mo.

FIRST GAME.

WHITE.

BLACK.

- | | |
|---|----------------------------------|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. B. to K. second sq. (bad). |
| 4. K. B. to Q. B. fourth sq. | 4. B. checks. |
| 5. Your soundest play, as will be seen, is to move K. to B. sq., as advised by Philidor; by giving up the Pawns, you get an immense attack, but not sufficient to force the game. | |
| K. Kt. P. one sq. | 5. P. takes P. |
| 6. Castles.—Ponziani has shown that the defence ought to win, even if you could Castle as in Italy; i. e. with K. to R. sq., by which you would gain a move. | |
| | 6. P. takes P. ch. |
| 7. K. to R. sq. | |

FIRST DEFENCE.

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|--|--|
| | 7. K. B. to K. second sq. (bad). |
| 8. K. B. takes K. B. P. ch. | 8. If he take B., you check with Kt. at K. fifth, and on his playing K. to K. third, check with Q. at K. Kt. fourth;—Black takes the Kt., and you Mate in two moves. |
| 9. Kt. to K. fifth sq. | K. to K. B. sq. |
| 10. K. B. to Q. Kt. third sq. | 9. K. Kt. to B. third sq. |
| 11. Kt. to K. B. seventh sq. | 10. Q. to K. sq. |
| 12. K. P. advances. | 11. Rook to Kt. sq. |
| 13. P. takes Kt., and you have a winning game. | 12. Q. P. two sq. |

SECOND DEFENCE.

- | | |
|-------------------|---|
| | 7. Q. P. two sq. (best). |
| 8. K. B. takes P. | 8. Black has now two moves, which both lead to a safe defence; he may either move out K. Kt. to B. third, or play Q. B. to K. R. sixth; in either case, the consequent variations are interminable. |

SECOND GAME.

WHITE.

BLACK.

- | | |
|------------------------------|--|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. B. to K. second sq. |
| 4. K. B. to Q. B. fourth sq. | 4. K. B. checks. |
| 5. K. to B. sq. (best). | 5. Black is now certain of losing the Gambit P., through the position of his K. B.; if he move up K. Kt. P., you at once take B. with Kt.; if, again, he play K. Kt. to R. third, you move Q. P. two sq.; Black then, per- |

H

haps, advances Kt. to K. Kt. fifth, and you answer with Q. to K. second; for if he attack K. R. with Kt., by proper play, you get two pieces for the Rook.—Lastly, playing

K. B. to Kt. fourth sq.

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|--|------------------|
| 6. Q. P. two sq. | 6. Q. P. one sq. |
| 7. Kt. takes B. | 7. Q. takes Kt. |
| 8. Q. to K. B. third sq.; recovers P., with a fine game; observing, that if he attack Q. with B., you may play Q. to Q. Kt. third. | |

CHAPTER XX.

THE SALVIO GAMBIT.

THIS Gambit, or, more properly speaking, defence against the Gambit, is first found in Dr. Salvio's interesting work *. It turns upon the second player's leaving his K. B. P. en prise, at Move 6, and bringing out K. Kt.—It is an excellent opening to play, either in receiving odds, or with a slightly inferior player, but if properly opposed, not so radically strong as advancing the Gamb. P. at Move 6.

WHITE.

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|--|--|
| 1. K. P. two sq. | 1. The same. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. B. to Q. B. fourth sq. | 4. K. Kt. P. advances. |
| 5. Kt. to K. fifth sq. | 5. Q. checks. |
| 6. K. to B. sq. | 6. K. Kt. to B. third sq. |
| 7. Your correct move is Q. to K. sq., as in the Variation, for it will be proved that you cannot well take K. B. P.—If you take K. B. P. with Kt., Black pushes up Q. P. two sq., and wins two pieces for the Rook; and if | |
| K. B. takes P. ch. | 7. K. to K. second.—Salvio directs K. to be moved to Q. sq.; but Philidor improves on the move by playing it thus †. |
| 8. K. B. to Q. Kt. third sq. | 8. Q. P. attacks Kt. |
| 9. K. Kt. to Q. third sq. | 9. K. Kt. to R. fourth sq. |
| 10. Q. to K. sq. | 10. K. Kt. P. advances. |
| 11. K. to Kt. sq. | 11. K. B. to Kt. second sq. |
| 12. Q. B. P. one sq. | 12. Q. to K. Kt. fourth sq. |

Black has decidedly the better situation.

VARIATION.

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|-------------------------|----------------------------|
| 7. Q. to K. sq. (best). | 7. Q. takes Q. ch. (best). |
|-------------------------|----------------------------|

* Il Puttino, ossia il Cavaliero errante sopra el Giuoco de Scacchi, ed il Tratto del Invenzione et arte liberale di Scacchi. *Napoli*, 1604, &c. 4to.

† See, The celebrated ANALYSIS OF CHESS, translated from the French of A. D. Philidor, with notes and considerable additions, including fifty-six new Chess Problems, displayed on diagrams. By GEORGE WALKER. *London*, 1832. royal 18mo.

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|--|---|
| 8. K. takes Q. | 8. K. Kt. takes K. P. |
| 9. K. B. takes P. ch. | 9. K. to K. second sq. |
| 10. K. B. to K. R. fifth sq. (A.) | 10. If he advance Gamb. P., you push K. Kt. P. one sq., and will eventually recover the lost Pawn with a better game. |
| | K. Kt. P. moves. |
| 11. K. R. P. one sq. | 11. Q. P. one sq. |
| 12. Kt. to Q. third sq. | 12. K. B. to K. R. third sq. |
| 13. Q. Kt. to B. third sq. | 13. Kt. takes Kt. |
| 14. Q. P. takes Kt. | 14. K. R. to K. B. sq. |
| 15. K. R. to K. B. sq. | 15. Q. B. to K. B. fourth sq. |
| 16. Kt. takes P. | 16. B. takes Kt. |
| 17. B. takes B. and wins a P., for if he take P. with B., he loses the Rook. | |

(A.)

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| 10. K. B. to Q. Kt. third sq. | 10. K. Kt. to K. B. third sq. |
| 11. Q. P. two sq. | 11. Q. P. attacks Kt. |
| 12. Kt. retreats to Q. third sq., and on Black's advancing Gamb. P., you change Pawns, and move K. up to B. second.—The game is then perfectly even, for he cannot maintain the advanced Pawn. | |

CHAPTER XXI.

THE BISHOP'S GAMBIT.

I HAVE given the Bishop's Gambit at some length, as an opening which has hitherto been comparatively neglected; and in which the strongest methods of attack have never before been developed. After devoting considerable time to the examination of this interesting game, I give it as my opinion that the first player risks nothing in adopting it; for that let Black play as he will, you ought either to recover the Gambit P., or a position more than equivalent for the loss of it.

FIRST GAME.

WHITE.

BLACK.

- | | |
|------------------------------|---|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. B. to Q. B. fourth sq. | 3. K. Kt. P. two sq. (bad). |
| 4. K. R. P. two sq. (best). | 4. If Black play K. B. P. one sq., you give Mate in five moves.—If he take P. with P., you move Q. P. two sq., or Q. to K. R. fifth.—If he advance K. Kt. P. you play Q. P. two sq.—If Black move K. B. to K. second, you may take P. with P., and then play K. Kt. to B. third, and if, instead, he play K. B. to R. third, you answer with Q. to K. R. fifth. |

FIRST DEFENCE.

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|--|----------------------------|
| | K. B. to Kt. second sq. |
| 5. Q. P. two sq. | 5. K. R. P. one sq. |
| 6. P. takes P. | 6. P. takes P. |
| 7. R. takes R. | 7. B. takes R. |
| 8. Q. to K. R. fifth sq. | 8. Q. to K. B. third sq. |
| 9. K. P. attacks Q. | 9. Q. to K. Kt. second sq. |
| 10. K. Kt. to R. third sq., and White has the better game. | |

SECOND DEFENCE.

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|---|--|
| | 4. K. R. P. two sq. |
| 5. P. takes P. | 5. Q. takes P. |
| 6. K. Kt. to B. third sq. | 6. If Q. check, you move K. to B. sq., and if, instead, he retreat Q. to K. second, you play Q. Kt. to B. third. |
| | Q. takes Kt. P. |
| 7. R. to Kt. sq. | 7. Q. to K. R. sixth sq. |
| 8. K. B. takes P. ch. | 8. K. to Q. sq. |
| 9. B. takes Kt., and ought to win the game. | |

SECOND GAME.

WHITE.

BLACK.

- | | |
|-----------------------------------|--|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. B. to Q. B. fourth sq. | 3. K. B. P. two sq.—This move is recommended as the best by Sarratt and Philidor, but will be proved faulty. |
| 4. Q. Kt. to B. third sq. (best). | 4. If Black take P. with P., you check with Q.—If he play K. Kt. to B. third sq., you advance K. P., and on his playing Kt. to his K. fifth, or Kt. fifth, you move K. Kt. to B. third, and get a fine game. |
| | Q. checks. |
| 5. K. to B. sq. | 5. K. Kt. to B. third sq. |
| 6. K. Kt. to B. third sq. | 6. Q. to K. R. fourth sq. |
| 7. K. P. advances. | |

IN THE FIRST PLACE.

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|----------------------------|--|
| | 7. Kt. to K. fifth sq. |
| 8. Q. Kt. to Q. fifth sq. | 8. If he play K. to Q. sq., you take Gambit P. with Kt. Kt. to Kt. sixth sq. ch. |
| 9. K. to Kt. sq. | 9. Kt. takes R. |
| 10. Kt. takes Q. B. P. ch. | 10. K. to Q. sq. |
| 11. Kt. takes Q. R. | 11. K. Kt. to Kt. sixth sq. |
| 12. P. takes Kt. | 12. P. takes P. |

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|--|--|
| 13. Q. P. two sq. | 13. K. B. to K. second sq |
| 14. Q. B. to K. B. fourth sq. | 14. If he move K. B. to R. fifth, you
play K. Kt. to Kt. fifth.
Q. to K. Kt. fifth sq. |
| 15. Kt. to K. Kt. fifth sq. | 15. Q. takes Q. B. |
| 16. Kt. to K. B. seventh sq. ch. | 16. K. to K. sq. |
| 17. Q. to Q. third sq. | 17. K. B. to Q. sq. |
| 18. K. Kt. checks. | 18. K. to B. sq. |
| 19. R. attacks Q. | 19. Q. to K. R. fifth sq. |
| 20. Kt. or R. takes K. B. P., and the game is won. | |

IN THE SECOND PLACE.

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|--|--|
| 8. Q. P. two sq. | 7. Kt. to K. Kt. fifth sq. |
| | 8. If he move K. Kt. P. two sq.,
you answer with K. R. P. two sq., and then play either K. to
Kt. sq., or Q. Kt. to Q. fifth, or K. Kt. P. one sq., according
to the move of your antagonist. |
| 9. B. takes Kt. | Kt. to K. sixth sq. |
| 10. Kt. to Q. fifth sq. | 9. P. takes B. |
| 11. Kt. takes the P. at your K. third sq., with a fine game. | 10. K. to Q. sq. |

THIRD GAME.

WHITE.

BLACK.

- | | |
|---------------------------------|--|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. B. to Q. B. fourth sq. | 3. Q. checks.—Although I am
not prepared to prove that Black can play a better move, I
never think this can be good play. It is true that by giving
check he prevents your K. R. from coming into combat for
many moves, but then he pays a heavy price for this, in placing
his Queen in a position of considerable restraint. |
| 4. K. to K. B. sq. | 4. K. B. to Q. B. fourth. (bad). |
| 5. Q. P. two sq. | 5. K. B. to Q. Kt. third sq. |
| 6. K. Kt. to B. third sq. | 6. If he retreat Q. to K. R. fourth
sq., which is his best move, you may either take P. with Q. B.,
or push on K. P., supposing Black to play,
Q. to K. Kt. fifth sq. |
| 7. K. B. takes P. ch. | 7. K. to K. B. sq. |
| 8. K. R. P. one sq. | 8. Q. to Kt. sixth sq. |
| 9. Q. Kt. to B. third sq. | 9. K. takes B. |
| 10. Q. Kt. to K. second sq. | 10. Q. to Kt. third sq. |
| 11. Kt. checks, and wins Queen. | |

FOURTH GAME.

WHITE.

BLACK.

- | | |
|------------------------------|------------------|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. B. to Q. B. fourth sq. | 3. Q. checks. |
| 4. K. to K. B. sq. | 4. Q. P. one sq. |
5. Some authors now recommend Q. B. P. one sq., and an example of this move is found in GIANUTIO *, when, upon Black's attacking Q. with Q. B., you win by playing Q. to Q. Kt. third; as you cannot, however, know that he intends playing out Q. B., I do not advise you to move Q. B. P. one sq., which is weak play, and after which, your opponent ought to maintain the Gambit P.
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|---------------|---------------------|
| Q. P. two sq. | 5. Q. B. attacks Q. |
|---------------|---------------------|
6. You may now either move Q. to Q. third sq. or play K. Kt. to B. third sq.
- | | |
|--|-------------------------|
| 7. Q. Kt. to B. third sq. | 6. K. Kt. P. two sq. |
| 8. Q. takes B.—You may also take Q. B. with P. | 7. B. takes Kt. |
| | 8. Kt. to K. second sq. |
| 9. Kt. P. attacks Q. | 9. Q. checks. |
| 10. K. to B. second sq. | 10. P. takes P. ch. |
| 11. P. retakes. | 11. Q. to Q. second sq. |
12. Q. B. takes P., and has the better game.—Observe, that, if at Move 10, he play B. to K. Kt. second, you play Q. Kt. to K. second, or Q. Kt. fifth.

FIFTH GAME.

WHITE.

BLACK.

- | | |
|------------------------------|----------------------|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. B. to Q. B. fourth sq. | 3. Q. checks. |
| 4. K. to B. sq. | 4. K. Kt. P. two sq. |
5. K. Kt. to B. third.—In order to vary the attack, you may sometimes play Q. to K. B. third, as shown by COZIO †; afterwards pushing K. Kt. P. one sq.
- | | |
|--|----------------------------|
| 6. K. R. P. two sq. | 5. Q. to K. R. fourth sq. |
| 7. Q. Kt. to B. third sq. | 6. K. R. P. one sq. |
| 8. Q. P. two sq.—Your two last moves may also be transposed; and if he attack Kt. with Q. B., you move up K. to B. second. | 7. K. Kt. to K. second sq. |
| | 8. Q. P. one sq. |

* Libro nel quale si tratta della maniera di giuocar à Scacchi. *Turino*, 1597. 4to.

† Il Giuoco degli Scacchi, dal CONTE CARLO COZIO. *Turino*, 1766. 2 vol. 8vo.

9. K. to Kt. sq. 9. K. Kt. P. moves.—It is a general rule in this Gambit, that the Gambit P. cannot be defended, after pushing on this P.
10. K. Kt. to K. sq., and White regains the Pawn.

SIXTH GAME.

WHITE.

BLACK.

- | | |
|---|--|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. B. to Q. B. fourth sq. | 3. Q. checks. |
| 4. K. to B. sq. | 4. Q. P. one sq. |
| 5. Q. P. two sq. | 5. K. Kt. P. two sq. |
| 6. K. Kt. to B. third sq. | 6. Q. to R. fourth sq. |
| 7. K. R. P. two sq. | 7. K. B. to R. third sq.—Some writers (including SARRATT), appear to rely upon this move, as being valid; but they all unite in making you play a weak move afterwards, which, of course, vitiates the game. |
| 8. Instead of K. to Kt. sq., as advised by SARRATT, you play Q. Kt. to B. third sq. | |

FIRST DEFENCE.

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|---|--|
| | 8. Q. B. attacks Kt. |
| 9. K. to B. second sq. | 9. If Black take R. P. with Kt. P., you move Q. Kt. to Q. fifth—B. takes Kt. |
| 10. P. takes B. | 10. If he retreat Q. to K. Kt. third, you take P. with P., and if he retake with Q., you take Gambit P. with Q. B., and then move Kt. to Q. fifth. |
| | Kt. P. takes P. |
| 11. Kt. to Q. fifth sq. | 11. K. to Q. sq. |
| White takes the Gambit P., and has the better game. | |

SECOND DEFENCE.

- | | |
|---|----------------------------------|
| | 8. K. Kt. P. advances. |
| 9. K. Kt. to K. sq. | 9. K. Kt. to K. second sq. |
| 10. Q. Kt. to K. second sq. | 10. K. Kt. to Kt. third sq. (A.) |
| 11. K. Kt. to Q. third sq. | 11. Gambit P. moves. |
| 12. Q. Kt. to K. Kt. third sq., having a good attack. | |

(A.)

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|--|----------------------------|
| | 10. Gambit P. moves. |
| 11. Q. Kt. to K. Kt. third sq. | 11. Q. to K. Kt. third sq. |
| 12. You may either change Bishops, and then take P., or R. P. attacks Q. | 12. Q. to K. B. third sq. |
| 13. P. takes P. | 13. P. takes P. |
| 14. Q. takes P., and I prefer your game. | |

SEVENTH GAME.

WHITE.

BLACK.

- | | |
|--|---|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. B. to Q. B. fourth sq. | 3. Q. checks. |
| 4. K. to B. sq. | 4. K. Kt. P. two sq. |
| 5. K. Kt. to B. third sq. | 5. Q. to K. R. fourth sq. |
| 6. K. R. P. two sq. | 6. K. B. to Kt. second sq.—This move is given as the best, by PONZIANI. |
| 7. If you now move K. to Kt. sq., he checks with B., and if you then return to K. B. sq., pushes Q. P. one sq.—If, again, upon his checking, you go to R. second, Black plays K. B. to K. B. seventh, or pushes Kt. P. on Kt., and if you take B. with Kt., forces the game by a fatal check from Kt. P. Q. P. two sq. (inferior). | 7. Q. P. one sq. |
| 8. Your best move now is Q. Kt. to B. third, but if K. R. to R. second sq. | 8. Q. B. attacks K. Kt. |
| 9. If you take Kt. P. with K. R. P., he takes R. with Q. K. to Kt. sq. | 9. P. takes P. |
| 10. Q. B. takes P. | 10. P. to K. R. sixth sq.—Black's game is stronger than your's. |

Observe, that, if at Move 8, you take K. to Kt. sq., Black pins K. Kt. with Q. B.; and if you then take P. with P., he captures Kt. with B.—As your best move, you now take B. with K. Kt. P., on which Black takes Kt. P. with Q. chg., and then makes a "sortie" with K. Kt. to B. third.

EIGHTH GAME.

WHITE.

BLACK.

- | | |
|--|---|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. B. to Q. B. fourth sq. | 3. Q. checks. |
| 4. K. to B. sq. | 4. K. Kt. P. two sq. |
| 5. K. Kt. to B. third sq. | 5. Q. to K. R. fourth sq. |
| 6. K. R. P. two sq. | 6. K. B. to Kt. second sq. |
| 7. K. R. to R. second.—PONZIANI appears to have thought this the best move, but it will be seen to the contrary. | 7. K. Kt. P. one sq. |
| 8. K. Kt. to Kt. fifth sq. | 8. K. Kt. to R. third sq. |
| 9. Q. P. two sq. | 9. PONZIANI now directs the second player to attack Kt. with K. B. P., and then, on Kt.'s retiring to R. third, takes R. P. with Q.; but appears not to have seen that if he attack Kt. with K. B. P., you should take P. with Q. B., for if he then take Kt., you retake with K. R. P., regaining the piece, with a better position. |

FIRST DEFENCE.

Q. P. two sq. (best).

10. If you play K. B. to K. second, Black moves K. B. P. one sq., and gets the better game.
 P. takes P. (inferior). 10. K. Kt. P. advances.
 11. Q. to K. sq. ch. (best). 11. K. to Q. sq.
 12. R. to K. R. sq. 12. R. attacks Q.
 13. If you interpose K. B., he moves Kt. to Kt. fifth, threatening a fatal check; and if
 Q. to Q. second sq. 13. Kt. to Kt. fifth.
 14. If you take P. with Q., you are Mated immediately.
 K. B. to K. second sq. 14. Kt. to R. seventh sq. ch.
 15. If you move K. to Kt. sq., he takes P. with K. B. ch.
 R. takes Kt. 15. R. takes B.
 16. K. to Kt. sq. 16. B. takes P. ch.
 You have lost the game.

SECOND DEFENCE.

9. K. Kt. P. advances.
 10. K. B. takes K. B. P. ch. 10. Kt. takes B. (best).
 11. Q. takes Q. 11. P. takes R.
 12. Q. takes Kt. ch. 12. K. moves.
 13. Q. takes K. B. 13. P. becomes Q. ch.
 14. K. to B. second sq. 14. Q. takes K. R. P. ch.
 15. K. to K. second sq. 15. Q. to K. Kt. fifth sq. ch.
 16. K. to Q. third sq. 16. Q. to K. Kt. sixth sq. ch.
 17. K. to Q. B. fourth sq., and ought to win.

NINTH GAME.

WHITE.

1. K. P. two sq.
2. K. B. P. two sq.
3. K. B. to Q. B. fourth sq.
4. K. to B. sq.
5. K. Kt. to B. third sq.
6. K. R. P. two sq.
7. K. R. to R. second.
8. K. Kt. to Kt. fifth sq.
9. Q. P. two sq.
10. K. B. takes P. (best).

BLACK.

1. K. P. two sq.
2. P. takes P.
3. Q. checks.
4. K. Kt. P. two sq.
5. Q. to K. R. fourth sq.
6. K. B. to Kt. second sq.
7. K. Kt. P. one sq.
8. K. Kt. to R. third sq.
9. Q. P. two sq.
10. K. Kt. P. advances. (best.)

FIRST MODE OF PLAY.

11. Q. takes Q.
11. P. takes R.
12. If you take B. P. with B. ch., he moves K., and if
 Kt. takes B. P. 12. P. Queens, ch.

13. K. to B. second (best).

13. K. B. takes P. ch., and then checks K. and Q., with Q. B.

SECOND-MODE OF PLAY.

11. B. takes K. B. P. ch.

11. If Black take B. with Kt., you take Q., and the game resolves itself into a very similar position to that which occurred in the last game.

Q. takes B. (best).

12. Kt. takes Q.

12. Q. B. attacks Q. (best). (A.)

13. Q. to K. sq.

13. P. takes R.

14. K. to K. B. second sq.

14. B. takes P. ch., and wins.

(A.)

12. P. takes R.

13. K. to B. second sq.

FIRSTLY.

14. Q. to K. R. sq.

13. Q. B. attacks Q.

15. K. to K. sq.

14. K. B. takes P. ch.

16. Q. takes P.

15. Kt. takes Kt.

17. Q. B. P. one sq.

16. K. B. to K. fourth sq.

17. Gambit P. moves, and Black has a good game; he will proceed to bring out Q. Kt., Castle with Q. R., and then advance K. R. P.

SECONDLY.

14. Q. takes B.

13. B. takes P. chg.

15. K. to K. second sq.

14. Kt. checks.

16. Q. takes R. ch.

15. P. becomes Q.

16. If he take Kt., you take K. R. P., and draw the game.

17. Q. takes Q. B.

K. to K. second sq.

18. Q. takes Q. R.

17. Q. Kt. to Q. second sq.

19. K. to Q. third sq.—Black ought to win.

18. Q. takes P. ch.

TENTH GAME.

WHITE.

BLACK.

1. K. P. two sq.

1. K. P. two sq.

2. K. B. P. two sq.

2. P. takes P.

3. K. B. to Q. B. fourth sq.

3. Q. checks.

4. K. to B. sq.

4. K. Kt. P. two sq.

5. K. Kt. to B. third sq.

5. Q. to R. fourth sq.

6. K. R. P. two sq.

6. K. B. to Kt. second sq.

7. Q. Kt. to B. third sq.—This move, which appears to have been overlooked by all previous writers, is the best you can play.

IN THE FIRST PLACE.

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|---|---|
| 8. K. Kt. to Kt. fifth sq. | 7. K. Kt. P. advances. |
| 9. Q. Kt. to Q. fifth sq. | 8. K. Kt. to R. third sq. |
| 10. Q. Kt. takes Gambit P. | 9. Q. to K. Kt. third sq. |
| 11. Q. P. one sq. | 10. Q. to Q. B. third sq. |
| 12. K. Kt. to R. third.—You might also move Kt. to K. B. seventh. | 11. K. B. P. one sq. |
| | 12. P. takes Kt. |
| 13. Q. checks. | 13. K. to Q. sq. |
| 14. Kt. to Q. fifth sq. | 14. P. takes P. ch. |
| 15. K. takes P. | 15. If he play Kt. to Kt. sq., you win by moving Q. to K. B. seventh.—If, again, he play K. B. P. one sq., you check with Q. B. |
| | K. R. to Kt. sq. |
| 16. Kt. to K. seventh sq. | 16. K. takes Kt. |
| 17. Q. B. takes Kt. | 17. Q. P. two sq. |
| 18. K. B. takes P. | 18. Q. takes Q. B. P. ch. |
| 19. K. to B. third sq. | 19. Q. takes P. ch. |
| 20. Q. B. interposes. | 20. R. to B. sq. |
| 21. Q. takes K. R. P., having a winning game. | |

IN THE SECOND PLACE.

7. K. B. takes Q. Kt.—In the next game, Black advances K. R. P. one sq.
8. Q. P. takes B. 8. If he play K. Kt. to K. second, you may either move K. to Kt. sq., or K. B. to K. second.—If he play K. Kt. to B. third, you move Q. to Q. fourth, and on his moving Q., take P. with Kt.—If he play K. Kt. to R. third, you attack R. with Q., and on his moving R. to Kt. sq., check at K. fifth, and take P. with Kt.—If he play K. R. P. one sq., you move Q. to Q. fifth, threatening to check, &c.

FIRST DEFENCE.

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|---|---------------------|
| 9. B. takes Kt. | 8. K. B. P. one sq. |
| 10. Q. to Q. fifth sq.—If he now move K. to B. sq., or retire Rook, you take Gamb. P. with Q. B.; and if he play Q. instead, you take P. with P., &c. | 9. R. takes B. |

SECOND DEFENCE.

- | | |
|--|---------------------------|
| 9. Kt. to Kt. fifth sq. | 8. K. Kt. P. advances. |
| 10. Q. to Q. fourth sq. | 9. K. Kt. to R. third sq. |
| 11. Q. to K. fifth sq. ch. | 10. R. to Kt. sq. |
| 12. Kt. to K. sixth sq. ch., and wins Queen. | 11. K. to Q. sq. (best). |

THIRD DEFENCE.

8. Q. Kt. to B. third sq.
 9. K. B. to K. second sq.—May also play Q. to Q. fifth.
 9. K. Kt. P. advances.
 10. Kt. to Q. fourth sq., recovering at least the Pawn.

ELEVENTH GAME.

WHITE.

1. K. P. two sq.
2. K. B. P. two sq.
3. K. B. out as before.
4. K. to B. sq.
5. K. Kt. to B. third sq.
6. K. R. P. two sq.
7. Q. Kt. to B. third sq.
8. Q. P. two sq.
9. K. P. advances.
10. Q. Kt. to Q. fifth sq.
11. Q. P. takes P.
12. King to K. Kt. sq.
13. K. R. P. takes P.
14. Rook takes R.
15. Q. to K. sq., intending to go to Q. Kt. fourth sq.

BLACK.

1. K. P. two sq.
2. P. takes P.
3. Queen checks.
4. K. Kt. P. two sq.
5. Q. to K. R. fourth sq.
6. K. B. to Kt. second sq.
7. K. R. P. one sq. (best).
8. Q. P. one sq.
9. If he advance K. Kt. P., you retreat Kt. to K. sq., and will win back your Pawn immediately.—You now threaten to take Q. P. with K. P., and on his retaking with Q. B. P., to play Q. Kt. to Kt. fifth.
 Q. P. takes K. P.
10. K. to Q. sq.
11. Q. B. to Q. second sq.
12. Q. to K. Kt. third sq.
13. Pawn retakes P.
14. K. B. takes R.
15. Q. Kt. to B. third sq.
16. Q. B. takes Gambit P., and if he retake Q. B. with K. Kt. P., you check with Q., and recover your piece, with a winning game.—Many other variations spring out of this brilliant mode of play, but the first player appears always to get the better position.—The attack in this, and the following games, was originally framed by the scientific amateur, whose friendly assistance I have already noticed, in my analysis of the Muzio Gambit.

TWELFTH GAME.

WHITE.

1. K. P. two sq.
2. K. B. P. two sq.
3. K. B. to Q. B. fourth sq.
4. K. to B. sq.

BLACK.

1. K. P. two sq.
2. P. takes P.
3. Q. checks.
4. K. Kt. P. two sq.
5. Q. Kt. to B. third.—I consider this to be slightly stronger than immediately bringing out K. Kt. It will be seen that if Black loses a move to prevent this Kt. from advancing, you

get a powerful attack. His best move is, perhaps, K. B. to K. Kt. second, and in that case you play out K. Kt., and then K. R. P. two sq.; pursuing the attack as in Game XI.

5. K. Kt. to K. second sq.—In the next game he plays Q. B. P. one sq.

6. K. Kt. P. one sq.—Novel, and perfectly sound.

6. If Black retreat Q. to K. R. third, you advance Q. P., and K. R. P., two squares each.

P. takes P.

7. K. to Kt. second sq.

7. If he take K. R. P. with P., you retake with R.; then advance Q. P. two sq., and play out K. Kt., having an overwhelming attack.—If he retreat Q. to R. third, you move K. R. P. two sq.—If he play Q. P. one sq., you take K. Kt. P. with K. R. P., and on his moving Q. to Kt. fifth, place Q. at K. B. sq., threatening to win Q. if he push up K. B. P., or bring Q. B. to K. third.

Q. P. two sq.

8. K. R. P. takes P.

8. Q. to K. Kt. fifth sq.

9. K. B. to K. second.—You might also change Queens.

9. Q. to Q. second sq.

10. Q. P. two sq.

10. K. Kt. P. one sq.

11. K. R. to R. fifth sq.

11. Q. B. P. one sq.

12. Q. B. to K. B. fourth sq.

12. K. B. to Kt. second.—Black appears to have no better move.

13. P. takes Q. P.

13. Kt. takes P.—If he retake with Q. B. P., you move Q. Kt. to Q. Kt. fifth.

14. Kt. takes Kt.

14. P. takes Kt.

15. R. to K. Kt. fifth, and the chances of victory are in your favor.

THIRTEENTH GAME,

WHITE.

BLACK.

1. K. P. two sq.

1. K. P. two sq.

2. K. B. P. two sq.

2. P. takes P.

3. K. B. to Q. B. fourth sq.

3. Q. checks.

4. K. to B. sq.

4. K. Kt. P. two sq.

5. Q. Kt. to B. third.

5. Q. B. P. one sq.

6. K. Kt. P. one sq.

6. P. takes P.

7. K. to Kt. second sq.

7. If Black move Q. P. one sq., you take P. with K. R. P., and on his playing Q. to K. Kt. fifth, you place Q. at K. B. sq.—Black then plays as his best K. B. P. one sq., and although you might win a Pawn by taking K. Kt. yet you rather prefer waiting "con pazienza," and accordingly move Q. P. two, &c.—If, again, Black take K. R. P., you play as directed in the last game.—If he push up Q. P. two sq., you take P. with K. R. P., then retreat B.

to K. second, and on his going to Q. second with Q., you advance Q. P. two sq.—Black then probably moves K. Kt. P., and you place Q. B. at K. B. fourth, pursuing the attack as before.

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|----------------------|---|
| 8. K. Kt. attacks Q. | K. B. to Q. third sq. |
| 9. K. R. P. takes P. | 8. Q. to K. R. fourth sq. |
| 10. Q. P. two sq. | 9. Q. to K. Kt. third sq. |
| | 10. If Black push K. Kt. P., you get an easy game by playing K. Kt. to R. fourth; and if, instead, he retire K. B. to K. second, you win by moving Kt. to K. fifth. |
| 11. K. P. one sq. | K. B. P. one sq. |

FIRST DEFENCE.

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|--|----------------------------|
| 12. K. Kt. takes Kt. P. | 11. K. B. P. takes P. |
| 13. R. takes Kt. | 12. K. Kt. to R. third sq. |
| 14. Kt. to K. B. seventh, with a winning position. | 13. Q. takes R. |

SECOND DEFENCE.

- | | |
|---|--|
| 12. P. takes K. B. P. | 11. K. B. to K. second sq. |
| 13. Q. B. takes P. | 12. B. retakes P. |
| 14. Kt. to K. fifth sq. | 13. B. takes B. |
| 15. Q. checks. | 14. Q. to K. Kt. second sq. |
| | 15. If he go to Q. sq., you check with Kt. at K. B. seventh.—If he play K. to B. sq., he is ruined by a check from the Rook. |
| 16. Q. R. to K. sq. | K. to K. second sq. |
| | 16. Play as he may, Black's game is gone. Supposing K. Kt. to B. third sq. |
| 17. Kt. to K. B. seventh, dis. ch. | 17. K. to B. sq. |
| 18. Kt. to Q. sixth sq., and Black's cause is hopeless. | |

CHAPTER XXII.

ON EVADING THE GAMBIT.

FIRST GAME.

WHITE.

BLACK.

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|--|--|
| 1. K. P. two sq. | 1. K. P. two sq. |
| 2. K. B. P. two sq. | 2. If Black does not like to take the Gambit P., he may now play Q. P. two sq., or bring out K. B., as in the next game. |
| 3. K. P. takes Q. P. (may also play Q. to K. B. third sq.) | Q. P. two sq. |

IN THE FIRST PLACE.

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|--|---------------------------|
| 4. Q. Kt. attacks Q. | 3. Q. takes P. |
| 5. K. Kt. to B. third sq. | 4. Q. to K. third sq. |
| 6. K. to B. second sq. | 5. P. takes P. dis. ch. |
| 7. K. B. to K. second sq. | 6. Q. B. P. one sq. (A.) |
| 8. R. to K. sq., and the game is even. | 7. K. Kt. to B. third sq. |

(A.)

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|--|--|
| 7. Q. P. two sq. | 6. B. checks. (bad). |
| 8. K. B. checks. | 7. Black ought now to retire B. to K. second; for, playing K. B. to Q. Kt. third sq. |
| 9. R. to K. sq., giving Checkmate, if he move Q. out of prise. | 8. If he move Q. B. P., you play R. to K. sq., and if K. to Q. or B. sq. |

IN THE SECOND PLACE.

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|--|---|
| 4. K. Kt. to B. third sq.
out Q. Kt., as before; and if | 3. K. P. takes B. P. (best).
4. If he take P. with Q., you play K. Kt. to B. third sq. |
| 5. K. B. to Q. B. fourth sq. | 5. K. B. to Q. third sq. |
| 6. Q. P. two sq., or Castles, with an equal game. | |

SECOND GAME.

WHITE.

1. K. P. two sq.
2. K. B. P. two sq.
3. K. Kt. to B. third sq.
4. Q. B. P. one sq.

BLACK.

1. K. P. two sq.
2. K. B. to Q. B. fourth sq.
3. Q. P. one sq.

FIRSTLY.

- | | |
|---|--|
| 5. Q. P. two sq. | 4. Q. to K. second sq. |
| 6. Q. B. P. takes P.
B. to Q. Kt. third, and the game would be even.—If, | 5. K. P. takes Q. P.
6. Black should now retreat K. Q. takes P. ch. |
| 7. K. to B. second sq. | 7. K. B. to Q. Kt. third sq. |
| 8. K. B. checks.—Whether he interpose, or move K., you then win by playing R. to K. sq., as in the last game. | |

SECONDLY.

- | | |
|----------------|----------------------|
| 5. P. takes P. | 4. Q. B. attacks Kt. |
| | 5. P. takes P. (A.) |

6. K. B. to Q. B. fourth sq. 6. B. takes Kt.
 7. Q. takes B., and the game is even.

(A.)

6. Q. takes B. 5. B. takes Kt.
 7. Q. to K. Kt. third sq. 6. P. takes P.
 8. K. B. to Q. B. fourth sq.—Equal game. 7. Q. to K. B. third sq.

CHAPTER XXIII.

ON VARIOUS CHECKMATES; INCLUDING THE METHOD OF WINNING OR DRAWING, WITH CERTAIN PIECES, AT THE END OF THE GAME.

IN this chapter, I shall, with as few exceptions as possible, confine myself to showing you how to play out ends of games composed of pieces only; reserving all examination of positions in which Pawns are introduced, for our separate consideration.

I begin with some examples of the most speedy method of winning, when left with certain pieces at the end of the game; similar positions are defined as being won "by their nature," but unless you have acquired the proper mode of playing them, you would find considerable difficulty in finishing the game, in the limited number of moves allowed for such situations.

KING AND ROOK AGAINST KING.

The King and Rook invariably win against the King alone. You must begin by driving the King on to one of the extreme lines of the board, and then proceed as in the following position. In the most favorable situation for the single K., the Mate can never be protracted beyond eighteen moves.

WHITE.—King at Q. fifth sq., and Rook at Q. B. sixth.

BLACK.—King at Q. Kt. sq.

White, having the move, plays

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|---|-------------------------|
| 1. K. to Q. B. fifth sq. | 1. K. to Kt. second sq. |
| 2. K. to Kt. fifth sq. | 2. K. to R. second sq. |
| 3. R. to B. seventh sq. ch. | 3. K. to R. sq. (best). |
| 4. K. to Kt., or R. third sq. | 4. K. moves. |
| 5. R. to Q. B. sixth sq., and Checkmates next move. | |

As the Queen has the same move as the Rook, with extended powers, it is easy to learn how to Checkmate with her alone; you must still oblige the adverse King to move on to one of the extreme lines of the board. In the best positions for the single King, the K.

and Q. can force Mate in nine moves. I subjoin another position in which White has the move, and can Checkmate in three moves without moving his King at all.—I purposely withhold the solution.

WHITE.—K. at K. sixth sq., and R. at K. fifth sq.

BLACK.—K. at K. sq.

CHECKMATE WITH THE TWO BISHOPS.

This Checkmate, like that with the Bishop and Knight, so rarely occurs, that it is not worth while to study it, except as matter of curiosity and general improvement. The King must be forced into one of the corners, and the following position will be found to be a sufficient illustration of the manner in which the Mate must then be given.

WHITE.—K. at K. Kt. fifth sq., K. B. at K. B. fifth sq., and Q. B. at K. B. fourth sq.

BLACK.—K. at K. sq.

White to Move.

- | | |
|--|--------------------|
| 1. K. to B. sixth sq. | 1. K. to Q. sq. |
| 2. Q. B. to Q. sixth sq. | 2. K. to K. sq. |
| 3. Q. B. to Q. B. seventh sq. | 3. K. to K. B. sq. |
| 4. K. B. to Q. seventh sq. | 4. K. to Kt. sq. |
| 5. K. to Kt. sixth sq. | 5. K. to B. sq. |
| 6. Q. B. checks. | 6. K. to Kt. sq. |
| 7. K. B. checks, and Checkmates next move. | |

CHECKMATE WITH BISHOP AND KNIGHT.

This is the most difficult and *elegant* of Checkmates; even some very good players would find it impracticable in the stipulated fifty moves. The Checkmate must be given on one of the corner squares, which is commanded by your Bishop; to effect this, you must first force the King on to the extreme line of the board, after which he is driven to the fatal corner, by a series of beautiful, though mechanical, moves.

WHITE.—K. at K. B. sixth sq., K. B. at K. B. fifth sq., and Kt. at K. Kt. fifth sq.

BLACK.—K. at K. R. sq.

White to Move.

- | | |
|----------------------------|------------------|
| 1. Kt. checks. | 1. K. to Kt. sq. |
| 2. B. to K. fourth sq. | 2. K. to B. sq. |
| 3. B. to K. R. seventh sq. | 3. K. to K. sq. |
| 4. Kt. to K. fifth sq. | |

IN THE FIRST PLACE.

4. K. to B. sq.

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|---|--|
| 5. Kt. to Q. seventh sq. ch. | 5. K. to K. sq. |
| 6. K. to K. sixth sq. | 6. K. to Q. sq. |
| 7. K. to Q. sixth sq. | 7. K. to K. sq.—If he go to Q. B. sq., he is Mated by a similar process, in fewer moves. |
| 8. B. checks. | 8. K. to Q. sq. |
| 9. Kt. to Q. B. fifth sq. | 9. K. to Q. B. sq. |
| 10. K. B. to B. seventh sq. | 10. K. to Q. sq.—If he go to Kt. sq., he is Checkmated in less time. |
| 11. Kt. to Q. Kt. seventh sq. ch. | 11. K. to Q. B. sq. |
| 12. K. to Q. B. sixth sq. | 12. K. to Kt. sq. |
| 13. K. to Kt. sixth sq. | 13. K. to B. sq. |
| 14. B. checks. | 14. K. to Kt. sq. |
| 15. Kt. to Q. B. fifth sq. | 15. K. to R. sq. |
| 16. B. to Q. seventh sq. | 16. K. to Kt. sq. |
| 17. Kt. checks, and then Checkmates with B. | |

IN THE SECOND PLACE.

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|--|---|
| | 4. K. to Q. sq. |
| 5. K. to K. sixth sq. | 5. K. to B. second sq. (best). |
| 6. Kt. to Q. seventh sq. | 6. K. to Q. B. third sq.—If he play K. to Q. sq., or Q. B. sq., you move K. to Q. sixth, and drive him to the angle in fewer moves; if, instead, he move to Kt. second, you play B. to Q. third, and on Black's coming with K. to B. third, you play the B. to Q. B. fourth, and then to Kt. fifth. |
| 7. B. to Q. third sq. | 7. K. to Q. B. second sq. |
| 8. B. to Q. Kt. fifth sq. | 8. K. to Q. sq. |
| 9. Kt. to K. fifth sq. | 9. K. to B. second sq. |
| 10. Kt. to Q. B. fourth sq. | 10. K. to Q. sq. |
| 11. K. to Q. sixth sq. | 11. K. to Q. B. sq. |
| 12. Kt. to R. fifth sq. | 12. K. to Q. sq. |
| 13. Kt. to Kt. seventh sq. ch. | 13. K. to B. sq. |
| 14. K. to B. sixth sq. | 14. K. to Kt. sq. |
| 15. Kt. to Q. sixth sq. | 15. K. to R. second sq. |
| 16. K. to B. seventh sq. | 16. K. to R. sq. |
| 17. B. to Q. B. fourth sq. | 17. K. to R. second sq. |
| 18. Kt. checks, and then Mates with B. | |

QUEEN AGAINST ROOK.

When fighting with Q., against R. only, you can always compel your opponent eventually to take up a position something like the following.

WHITE.—K. at K. B. third, and Q. at K. sq.

BLACK.—K. at K. R. seventh, and R. at K. Kt. seventh.

Now if Black have to play, and move K. to R. sixth, you win by pinning the Rook. If he move R. to Kt. eighth, you at once give Mate; if he play R. to Kt. fourth, you check at K. R. fourth, and going

instead to any other square, win the Rook by a divergent check, in three or four moves. For instance, if he play R. to K. Kt. third, you check at K. fifth; he moves to your Kt. sq., and by checking at Q. B. fifth, you compel him (to save Mate) to return to the Rook's file, on which you win R.—If, however, you have originally the move, you should play

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|--|----------------------------|
| 1. Q. to K. fifth, ch. | 1. K. to ad. R. or Kt. sq. |
| 2. Q. to Q. R. sq. ch. | 2. K. to R. seventh sq. |
| 3. Q. to K. sq., throwing the "onus" upon the Black, who can no longer protract defeat.—Having shown you how to win with Q. against R., it would be mere waste of time to give examples of Q. against the B. or Kt., which pieces cannot offer the resistance of the Rook. The K. having least power when on one of the extreme lines of the board, you should always begin by driving him there, when left with Q. against an inferior piece. | |

QUEEN WINS AGAINST TWO MINOR PIECES.

There is only one position in which the two Kts. can draw the game against the Q., as you will presently see. In every other case the Q. wins, although the moves are not immediately obvious. If the Kts. support each other, you must compel one of them to move, either by threatening Mate or blocking up the K.—When you have thus compelled your adversary to move one of the Kts., you will generally be able to win one of them by a divergent check; ex. gr.

WHITE.—K. at K. R. second sq., and Q. at Q. R. eighth sq.

BLACK.—K. at Q. fifth sq., Kts. at K. fourth, and Q. B. fifth sq.

In this position, White has the move, and plays:

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|--------------------------------------|----------------------------------|
| 1. K. to K. Kt. third sq. | 1. K. to Q. sixth sq. |
| 2. Q. to Q. fifth sq. ch. | 2. K. to Q. B. sixth sq. |
| 3. K. to K. B. fourth sq. | 3. K. Kt. to Q. sixth sq. ch. |
| 4. K. to K. B. third sq. | 4. K. Kt. to K. fourth sq. ch. |
| 5. K. to K. fourth sq. | 5. K. to Q. Kt. sixth sq. |
| 6. K. to Q. fourth sq. | 6. If he move K. to Q. R. fifth, |
| you play K. to Q. B. third.—he tries | |

IN THE FIRST PLACE.

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|---|----------------------------|
| | K. to Q. Kt. fifth sq. |
| 7. Q. to Q. Kt. seventh sq. ch. | 7. K. to Q. R. fifth sq. |
| 8. K. to Q. B. fifth sq. | 8. K. to Q. R. sixth sq. |
| 9. Q. to Q. Kt. fourth, ch. | 9. K. to Q. R. seventh sq. |
| 10. K. to Q. fifth sq. | 10. K. to Q. R. eighth sq. |
| 11. Q. to Q. Kt. third, and you win, for he must move one of the Kts. | |

IN THE SECOND PLACE.

6. K. to Q. Kt. seventh sq.

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|---|--|
| 7. Q. to Q. Kt. seventh sq. ch. | 7. If he move K. to Q. R. eighth sq., you answer with Q. to Q. Kt. third.—If he play K. to Q. R. sixth or seventh, you move K. to Q. B. third.—If he play K. to Q. B. seventh, you move Q. to Q. Kt. fifth sq.
K. to Q. B. eighth sq. |
| 8. Q. to K. Kt. second sq. | 8. If Black move K. to Q. Kt. eighth sq., you answer with K. to Q. B. third sq.
K. to Q. eighth sq. |
| 9. Q. to K. B. second sq. | 9. K. to Q. B. eighth sq. |
| 10. K. to Q. B. third sq. | 10. K. to Q. Kt. eighth sq. |
| 11. Q. checks at Q. B. second, and on his moving K. to adv. Q. R. sq., wins by playing K. to Q. fourth. | |

IN THE THIRD PLACE.

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|---|---|
| 7. Q. to Q. Kt. fifth sq. | 6. K. to Q. B. seventh sq. |
| 8. Q. to Q. Kt. third sq. | 7. K. to Q. seventh sq. |
| B. third, you move K. to K. fourth, and then to Q. fifth.
K. to K. seventh sq. | 8. If he check with K. Kt. at Q. K. to K. seventh sq. |
| 9. Q. to K. Kt. third sq. | 9. K. to Q. seventh sq. |
| 10. Q. to K. B. second sq. ch. | 10. K. to Q. B. sq. |
| 11. K. to Q. B. third sq. | 11. K. to Q. Kt. eighth sq. |
| 12. Q. to Q. B. second sq. ch., and then wins by moving K. to Q. fourth, as before. | |

TWO BISHOPS AND KNIGHT, AGAINST ROOK.

These three pieces can almost always win, but the two Kts. with a Bishop cannot expect to do more than draw, except under very peculiar circumstances. I subjoin an example.

WHITE.—K. at K. R. sq., and R. at Q. R. sixth sq.

BLACK.—K. at K. R. sixth, Bishops at Q. seventh, and adv. K. B. sq., and Kt. at K. Kt. fifth sq.

This is the sort of position, which the player of the above three pieces may always compel his adversary to take up. I now suppose White has the move.

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|--------------------------------|--|
| 1. R. ch. at Q. R. third. | 1. If he interpose Kt., you take it with R., gaining Stalemate.
K. B. to K. sixth sq. |
| 2. R. to Q. R. second sq. | 2. If Black checks with Kt., you take Kt. with R., and if, instead, he play K. B. to K. B. seventh, you take it with R., for on his retaking with Kt., you win a piece.
K. to Kt. sixth sq. |
| 3. R. to K. R. second. (best). | 3. K. B. to B. fifth sq. |
| 4. R. to Q. R. second sq. | 4. Q. B. to K. R. sixth sq. |
| 5. R. to Q. R. third, ch. | 5. B. interposes. |
| 6. R. to Q. R. second sq. | 6. Kt. checks. |

7. K. to Kt. sq.
8. K. to corner.

7. Kt. to K. fifth, dis. ch.
8. Kt. to Q. seventh, and wins.

QUEEN AGAINST ROOK AND PAWN.

Should you be left with only R. and P. against Q., you ought to lose, unless you can take up either of the following two positions.

No. I.

WHITE.—K. at K. sq., R. at K. third, and Q. P. unmoved.

BLACK.—K. at Q. fourth, and Q. at Q. B. seventh sq.

In this position you must be careful to move K. only to K. second, and back again, or Rook only to Q. B. third, and back to K. third.—The situation would be drawn, with the pieces placed in the same relation to each other, with any other unmoved P., except R. P.

No. II.

WHITE.—K. at K. sq., R. at K. third, and K. P. at K. sixth.

BLACK.—K. at K. second, and Q. at Q. B. fifth.

Again the game is drawn, if you persist in playing K. one sq. off, and back again; and Rook only to K. second, and back to K. third. As before, this would also apply to any other P. posted under similar circumstances of relation, except R. P.

POSITION IN WHICH THE KTS. DRAW AGAINST Q.

There is one single position in which the two Kts. draw against the Queen, and it may happen in either corner of the board, thus:

WHITE.—Kts. at K. R. fifth, and K. B. sixth; and K. adjoining Kt. on B. file.

BLACK.—K. at adv. K. R. sq., and Q. on any part of the board.

White must not move K. on to the R. file, because Black by playing Q. to the Kt. file, would break up the game. You will see that Black can never bring his K. and Q. to bear upon K. with any effect in this position. In any other situation, the K. and Q. can take up such a position, as to win by forcing you to move one of the Kts., as I have already taught you.

POSITION IN WHICH THE BISHOPS DRAW AGAINST Q.

The two Bishops draw against the Q., if they can take up similar positions to the following:

No. I.

WHITE.—K. at K. Kt. fourth, and Q. at Q. R. fourth.

BLACK.—K. at K. Kt. second, Bishops in front, on K. Kt. third, and K. B. third.

White moves first.

- | | |
|-------------------------------------|--------------------------------|
| 1. Q. to Q. seventh sq. ch. | 1. K. to B. or Kt. sq. (best). |
| 2. Q. to K. sixth sq. | 2. K. to Kt. second sq. |
| 3. K. to K. B. fourth sq. | 3. B. to K. R. second sq. |
| 4. Q. to Q. seventh sq. ch. | 4. K. to Kt. third sq. |
| 5. Q. to adv. K. sq. ch. | 5. K. to Kt. second sq. |
| 6. K. to Kt. fourth sq. | 6. B. to Kt. third sq. |
| 7. Q. to K. sixth sq. | 7. B. to R. second sq. |
| 8. Q. ch. at Q. seventh sq. | 8. K. to Kt. third sq. |
| 9. Q. to K. eighth sq. ch. | 9. K. to Kt. second sq. |
| 10. K. to R. fifth sq. | 10. Q. B. to K. B. fourth sq. |
| 11. Q. anywhere.—The game is drawn. | |

No. II.

WHITE.—K. at Q. third, and Q. at K. Kt. sixth sq.

BLACK.—K. at Q. second, Bishops at Q. fourth, and Q. B. fourth sq.

Here Black may draw the game, if he is careful not to allow your K. to pass the line, and to keep his K. near to the Bishops. The power of the two Bishops is here well exemplified; while they remain similarly placed, the adverse King can never come near them, nor escape from the lines of defence they maintain.

POSITIONS IN WHICH KT. AND B. DRAW AGAINST Q.

The next two examples consist of positions, in which, through the peculiarity of the situation, the Bishop and Kt. draw against the Q., but such chances for the weaker side occur so seldom in real play, that I would never advise you to expect similar good fortune.

No. I.

WHITE.—K. at K. R. sq., and Queen at Q. R. fourth sq.

BLACK.—K. at K. Kt. sixth, Bishop at adv. K. B. sq., and Kt. at K. B. second.

If White had to move, you would make short work of it, but Black being to play, checks with B., and then threatens Mate by playing Kt. to K. Kt. fourth; this compels you to give up Q. for Kt., and the game is drawn.

No. II.

WHITE.—K. at K. R. sq., and Q. on any indifferent sq.

BLACK.—K. at K. B. fourth, B. at K. R. sixth, and Kt. at K. B. sixth sq.

This game is drawn whether Black have the move or no. Black must always play K. in support of his Kt., and may move B. to adv. K. B. sq., and back to K. R. sixth. If White ever play Q. to Q. third, should Black's K. be properly placed, he wins Q. for B., by checking with B. and then with Kt. Generally speaking, the Q. always wins

against two minor pieces, and the few exceptions to this rule only serve to confirm the truth of it.

POSITIONS IN WHICH ROOK AND A MINOR PIECE DRAW AGAINST Q.

As we have seen that there are certain cases in which two minor pieces draw against the Q., so much greater is the chance of drawing against Q., with R. and a minor piece. I instance two examples of positions of this kind; adding, however, that you will be very lucky if you ever meet with similar things in actual play.

No. I.

WHITE.—K. at K. second sq., and Q. at Q. Kt. fourth sq.

BLACK.—K. at Q. second sq., R. at K. R. sixth, and Kt. at Q. Kt. third sq.

Here, Black draws if he have the move, by checking with R. at K. sixth; if you take R. he checks K. and Q. with Kt.; and if, instead, you remove K., he defends R. by playing Kt. to Q. fourth sq., and supports Kt. with K.

No. II.

WHITE.—K. at Q. fourth, and Q. at Q. R. third sq.

BLACK.—K. at Q. sq., R. at K. B. fourth, and B. at adv. Q. sq.

Black draws if he have the move, by playing B. to Q. R. fifth, and then to Q. second.—It is obvious that if White take B., he loses Q. and game.—Generally speaking, the Q. wins against the R. and a minor piece.

KING AND KNIGHTS, AGAINST KING.

The two Knts., if their adversary play correctly, can never force Mate with the single assistance of the King. Sometimes, however, if the player with the single K. have also a Pawn, the Mate can be forced; because, having the Pawn, he has something to move, and you are thus enabled to avoid giving Stalemate. There are also a few peculiar positions, when through gross error the single K. allows the two Kts. to Mate. The following example illustrates all three cases.

No. I.

WHITE.—K. at K. Kt. sixth, Kts. at K. fourth, and Q. sixth.

BLACK.—King alone at K. R. corner.

Suppose White play first :

- | | |
|---|----------------------------------|
| 1. K. to R. sixth sq. | 1. K to Kt. sq. |
| 2. Kt. to K. B. sixth sq. ch. | 2. K. does not return to corner, |
| but plays to B. sq., and easily draws the game. | |

port P., intending to use your Kt., you cannot avoid giving Stalemate.

KING, BISHOP, AND P., AGAINST K.

An example of K. against B. and R. P., is given in another part of this work. In one single position, which here follows, the K. draws against the K. Kt. P. and Bishop.

WHITE.—K. anywhere, B. at K. R. seventh, and P. at K. Kt. sixth.

BLACK.—King alone in K. R. corner.

A very superficial examination will convince you that White can never advance Kt. P., for if the King be played up to support the P., you give Stalemate. If, instead of the Bishop, you had a Pawn on the same sq., you would easily win by placing your K. on any adjoining square, and then, supposing Black to move K. from corner to Kt. second, you answer thus:

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|--|------------------------|
| 1. K. R. P. Queens. | 1. King takes Queen. |
| 2. K. to K. B. sixth sq. | 2. King to Kt. sq. |
| 3. Kt. P. advances. | 3. K. to R. second sq. |
| 4. K. to B. seventh, and then Queens the Pawn. | |

K. AND MINOR PIECE, AGAINST K. AND R.

A minor piece regularly draws against the Rook, such game requiring, however, very careful play. If you have the Kt. against R., you should be careful to keep as close to your King as possible.—If you have only a Bishop, observe these three rules: 1. To place your K., if possible, on one of the corner squares, and let that corner square be the reverse color of your Bishop; in order that should you be checked, you could interpose B. on the adjoining square.—2. Not to place your K. in a corner too remote from the B., that the latter may be able to keep near K.—3. To move your B. so as not to let the adverse K. threaten Mate, by playing K. in front of your K. In illustration of this, and the preceding, play out the following examples.

No. I.

WHITE.—King at K. B. fifth sq., and Rook at Q. Kt. sq.

BLACK.—K. at K. Kt. sq., and Bishop at Q. Kt. seventh sq.

If Black now play B. to Kt. second, or K. R. sq., you win by advancing K. to Kt. sixth, but instead of this, he moves B. to Q. B. sixth, and if you then play K. to Kt. sixth, he goes safely with K. to B. sq.—drawing.

No. II.

WHITE.—K. at K. sixth, and Rook at Q. R. fifth.

BLACK.—King at his Q. sq., and Kt. at K. second sq.

In this position, if White check with R. at adv. Q. R. sq., Black covers with Kt., and you can never win Kt., because you cannot play K. to Q. sixth. If your K. were so placed that he could move, after checking, to Q. B. sixth, Black must not interpose Kt., but move K. —If, again, your K. were originally at Q. B. fifth, or Q. Kt. sixth, Black must move K. to Q. second, on your checking in the corner, for if he interpose Kt., you win by advancing K. to Q. B. sixth.

No. III.

WHITE.—King at Q. sixth, and R. at K. R. seventh.

BLACK.—K. at Q. sq., and Kt. at K. Kt. fifth sq.

Here, Black having the move, must play K. to K. sq., for if he move K. to Q. B. sq., you attack Kt. with R. at K. R. fourth, and move Kt. as he will, you will find that you win it in a few moves, it being completely cut off.

No. IV.

WHITE.—K. at K. R. sixth, in check of Kt; R. at Q. R. seventh.

BLACK.—K. at K. B. sq., and Kt. at K. B. second sq.

Now, if White retire K. to Kt. sixth, Black should move Kt. to Q. sq., or Q. third, for if he check at K. R. sq., you win by placing K. on K. B. sixth.—Observe, therefore, that the Kt. should not be played to the corner squares, and the same caution should be held in mind with respect to the King, in proof of which I adduce a striking case in the next example.

No. V.

WHITE.—K. at K. B. sixth, and Rook at Q. R. seventh sq.

BLACK.—K. in K. R. corner, and Kt. at K. B. sq.

Whether White or Black have the move, the game is won; for the Kt. is forced in a few moves. I leave the solution to your own industry.

As I am on the subject of drawing with a minor piece against the Rook, I shall here show you that there are cases in which the Bishop draws against Rook and Pawn; although perhaps this would be more strictly in place, when we come to the consideration of ends of games composed chiefly of Pawns.

The Bishop draws against R. and P., IF ("much virtue in IF,") the game can be resolved into a position similar in substance to the following:

WHITE.—K. at K. Kt. fifth, R. at Q. R. seventh, and P. at K. B. sixth.

BLACK.—King at K. B. sq., and Bishop at Q. B. fifth sq.

Which party soever has the first move, the game is essentially drawn, if Black is careful to play B. so as to prevent your posting K. at K. sixth, or K. Kt. sixth. Observe, moreover, that if you ad-

vance P., he must not take it with B., because in that case you would win by seating K. at K. B. sixth, but he should first play K. to Kt. second, and might then take the P.—If, instead of moving the Pawn, you move R. to Q. R. fourth, attacking B., he must be careful not to play B. to adv. K. B. sq., because you might then move R. to K. B. fourth, and as he would be forced to retreat B., you would then advance P., and win by moving K. to B. sixth.—If the Bishop were not of a color to command the seventh sq. of the file on which the P. moves, the Rook and P. would win, except in one or two peculiar cases, given by SALVIO and COZIO. The same theory holds good with respect to every Pawn but the Kt. P., against which the Bishop cannot draw under any circumstances; ex. gr.

WHITE.—K. at K. R. fifth sq., R. at Q. Kt. seventh, and P. at K. Kt. sixth.

BLACK.—K. at K. Kt. sq., and B. at Q. fifth sq.

White has the move, and plays

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| 1. K. to Kt. fifth sq. | 1. B. to K. sixth sq. ch. |
| 2. K. to K. B. fifth sq. | 2. B. returns to Q. fifth sq. |
| 3. Pawn advances. | 3. K. to R. second (best). |
| 4. R. to Q. Kt. fourth sq. | 4. If he take P. with B., you check at K. R. fourth; if Black then interpose B., you win it in two moves, and going instead to Kt. sq. you play K. to Kt. sixth, and force the game. B. to Q. B. sixth sq. |
| 5. R. to K. Kt. fourth sq., and the game is easily won.—A little comparative examination will point out why there exists this difference between the Kt. P. and the others. | |

ROOK AND BISHOP, AGAINST ROOK.

Whether the Rook and Bishop can win against the Rook, IN EVERY POSSIBLE SITUATION, is a problem yet unsolved. CARRERA, PHILIDOR, PONZIANI, and other great authorities, maintain the certainty of the proposition, which is denied by SALVIO, SARRATT, LEWIS, and COCHRANE.—PHILIDOR has given us a beautifully played position in which the Mate is certainly forced, but as it does not appear that the weaker power can be compelled to take up a similar situation, his analysis proves nothing relative to the general question. As the position given by PHILIDOR has been repeated "ad nauseam" by every writer since, I prefer giving some newer examples of positions which are either won or drawn "by force;" adding with real diffidence, that, in my own opinion, the Rook and Bishop draw against R., except in some peculiar cases.

FIRST POSITION.

WHITE.—K. at Q. B. sixth sq., Rook at Q. R. sixth, and Bishop at Q. B. fifth.

BLACK.—King at Q. B. sq., and R. at Q. Kt. second sq.

White to move, and win by force.

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|-------------------------------------|---|
| 1. R. to adv. Q. R. sq. ch. | 1. R. interposes. |
| 2. R. to Q. R. seventh sq. | 2. R. to Q. Kt. seventh sq. |
| 3. R. to K. Kt. seventh sq. | 3. R. to Q. seventh sq. |
| 4. R. to K. B. seventh sq. | 4. R. to adv. Q. sq. (A.) (B.) |
| 5. R. to Q. R. seventh sq. | 5. R. to adv. Q. Kt. sq. (C.) |
| 6. B. to Q. R. third sq. | 6. R. to Q. Kt. sixth sq. (D.) |
| 7. B. to Q. sixth sq. | 7. R. to Q. B. sixth sq. ch. |
| 8. Q. B. covers. | 8. R. to Q. Kt. sixth sq. |
| 9. R. to Q. B. seventh sq. ch. | 9. K. to Kt. sq. |
| 10. R. to K. seventh sq. | 10. K. to corner. |
| 11. R. to K. fourth sq. | 11. R. to Q. Kt. seventh, Q. Kt. eighth, or Q. Kt. second sq. |
| 12. R. to R. fourth sq. ch. | 12. K. to Kt. sq. |
| 13. B. to Q. sixth sq. ch. | 13. K. to Q. B. sq. |
| 14. R. checks. | 14. R. covers. |
| 15. Rook gives Checkmate, taking R. | |

(A.)

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|---|--|
| 5. R. to Q. R. seventh sq. | 4. R. to Q. sixth sq. |
| 6. R. to Q. R. fourth sq. | 5. King to Kt. sq. |
| 7. R. to K. fourth, and Black must take B. with R., &c. | 6. R. to Q. B. sixth, to prevent B. from checking at Q. sixth. |

(B.)

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|--------------------------------|-------------------------------|
| 5. B. to K. seventh sq. | 4. R. to Q. sq. |
| 6. R. to K. B. fifth sq. | 5. R. to K. Kt., or K. R. sq. |
| 7. B. to Q. sixth sq. ch. | 6. K. to Kt. sq. |
| 8. R. to Q. Kt. fifth sq., &c. | 7. K. to B. sq. |

(C.)

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|--|-------------------------|
| 6. R. to Q. R. fourth sq. | 5. K. to Kt. sq. |
| 7. R. to K. fourth sq., and Black must take B. with R. | 6. R. to adv. Q. B. sq. |

(D.)

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|---|----------------------------|
| 7. R. to K. B. seventh sq. | 6. K. to Kt. sq. |
| 8. R. to K. B. fifth sq. | 7. K. to corner. |
| 9. R. to K. B. fourth sq.—If Black now move R. to K. Kt. second sq., or Q. Kt. sixth sq., you Mate in four moves. | 8. R. to Q. Kt. second sq. |

SECOND POSITION.

WHITE.—K. at Q. R. sixth, R. at Q. sixth, and B. at Q. R. fifth sq.

BLACK.—K. at Q. R. corner sq., and R. at Q. Kt. second sq.

White can win in this position, by bringing K. to Q. B. sixth sq., which is done as follows :

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|----------------------------|---------------------------------|
| 1. B. to Q. Kt. sixth sq. | 1. R. to R. second sq. ch. (A.) |
| 2. K. to Q. Kt. fifth sq. | 2. R. to K. R. second (B.) (C.) |
| 3. K. to Q. B. sixth sq. | 3. R. to K. R. sq. |
| 4. B. to Q. B. seventh sq. | 4. R. to K. Kt. sq. |
| 5. R. to Q. fifth sq. | 5. R. to K. Kt. third sq. chg. |
| 6. B. covers. | 6. R. to K. Kt. second sq. |
| 7. R. to K. fifth sq. | 7. R. to K. R. second sq. |
| 8. R. to adv. K. sq. ch. | 8. K. to Q. R. second sq. |
| 9. Mates in two moves. | |

(A.)

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|---|---------------------|
| | 1. R. to Q. Kt. sq. |
| 2. B. to Q. B. seventh sq. | 2. R. to Q. B. sq. |
| 3. K. to Q. Kt. sixth sq. | 3. R. to K. Kt. sq. |
| 4. R. to Q. fifth sq., and then, playing B. to Q. sixth, wins in a few moves. | |

(B.)

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|---|------------------------------|
| | 2. R. to Q. Kt. second. (C.) |
| 3. K. to Q. B. sixth sq. | 3. R. to Q. Kt. sq. |
| 4. R. to Q. fifth sq.—If he check at Q. B. sq., you cover with B., and Mate or win R. next move.—If he return to Q. Kt. second, you play R. to Q. fourth ; and if, instead, he play R. along the last line, you check with R. at Q. R. fifth sq., &c. | |

(C.)

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|---|-----------------------------|
| | 2. R. to Q. R. eighth sq. |
| 3. K. to Q. B. sixth sq. | 3. R. to adv. Q. B. sq. ch. |
| 4. B. covers. | 4. R. to adv. Q. Kt. sq. |
| 5. R. to Q. fourth sq., and then Mates in four moves at most. | |

THIRD POSITION.

WHITE.—K. at K. Kt. sixth, R. at K. sixth, and B. at K. Kt. fifth.

BLACK.—K. at K. Kt. sq., and Rook at K. B. second.

This position is taken from LOLLI, who says that White cannot win, for Black can always prevent him from bringing K. to K. sixth, and B. to K. fifth, without which you can never force the game. The same position may occur at each angle of the board, and is not, therefore, unlikely to be frequently gained, through the incautious play of the attacking party. LOLLI declines giving the moves, on account of the immense space they would occupy.

FOURTH POSITION.

WHITE.—K. at Q. fifth sq., R. at Q. R. sixth, and B. at Q. fourth.

BLACK.—K. at Q. second, and Rook at K. B. second sq.

The game is drawn.

FIFTH POSITION.

WHITE.—K. at K. B. fifth sq., R. at Q. R. sixth, and B. at K. B. fourth.

BLACK.—K. at K. B. second, and Rook at Q. second sq.

The game is drawn.

SIXTH POSITION.

WHITE.—K. at Q. fifth, R. at K. R. seventh, and B. at Q. fourth.

BLACK.—K. at Q. sq., and Rook at Q. eighth.—Drawn game.

ON STALEMATE.

Stalemate is generally obtained by the rashness of an adversary, who is so eager to give Checkmate, that he overlooks the position of your King and pieces, should you have any remaining on the board. One example will illustrate this, as well as a hundred.

WHITE.—K. at K. R. sq., and P. at K. R. third.

BLACK.—K. at K. B. fifth, Q. at Q. R. seventh, and P. at K. R. fifth.

Black has the move, and ought to move K. to your K. Kt. third sq., which would oblige you to play K. to Kt. sq., on which he would give Checkmate with Q.; eager, however, to confine your K., he plays Q. to your K. B. second sq., and the game is drawn, for he gives you Stalemate.

Many situations arise, in which, by sacrificing a piece, you force your adversary to give you Stalemate; the following position is very instructive, though simple.

WHITE.—K. at K. R. sq., and R. at K. Kt. second sq.

BLACK.—K. at K. B. sixth, and Q. at K. sixth sq.

White having the move, draws the game, thus:—1. R. to Kt. third sq. ch.—If he take R. with K., he gives you Stalemate, and if he move K., you take his Queen.

ON PERPETUAL CHECK, &c.

A perpetual check draws the game, and frequently gets you out of difficulty; observe the following position:—

WHITE.—K. at K. R. sq., Q. at Q. B. second, B. at K. B. second, Pawns at K. Kt. second, and K. R. second.

BLACK.—K. at K. Kt. sq., Q. at K. B. fifth, R. at K. B. sq., and P. at K. Kt. third.

In this situation, Black has the move, and takes B. with Q.; White then takes P. chg.; and his adversary being obliged to move to R. sq., White repeats the check at K. R. sixth sq., and draws the game, by perpetually checking on these two squares.

Sometimes it happens, that each player persists in making the same move, which neither are willing to change; in all such cases, the game must be drawn.

The game is drawn, should you be left with just sufficient force to give Checkmate, but not know how to do it, in the number of moves required. For instance, supposing you remain with the Bishop and Kt. only, your adversary gives you warning that he intends counting the moves; and unless you give Mate in fifty moves (on each side), the game must be considered as drawn. Otherwise, in contending with a very unskilful opponent; he might keep you moving your King about for four-and-twenty hours.

Another way in which the game is drawn, is, when the parties remain with a small equality of force. Let us suppose you have each a Rook and a Bishop; in this case, it is better to give up the game as drawn, than to play on for the chance of your antagonist putting a piece en prise. Or, suppose you have a Queen against two Rooks, it is obvious that unless the game be drawn, it may be played on without end.

The last case in which the game is drawn, is, when neither party has sufficient force left to give Checkmate; as, for instance, when the Kings are left alone, or when there is a King and a minor piece against the King.

In concluding this part of my subject, I must remark, that it is impossible to particularize every case or combination of the pieces which constitute forced, drawn, or won games. As you improve in play, you will soon find out how to conquer, should you be left in positions that ought to be won, and will know whether you have sufficient strength to justify you in holding out for a drawn game, if placed in desperate circumstances. I would, again and again, endeavour to impress it upon you, that the spirit, as well as the letter, of the rules and situations here laid down, must be applied by genius and memory, at the critical point of time.

CHAPTER XXIV.

ENDS OF GAMES WITH PAWNS ONLY.

The art of playing Pawns well, at the end of the game, is one of the most difficult branches of Chess; and many otherwise skilful players, know very little about the matter. It is most important for the student to understand the principles on which the calculations respecting Pawns at the close of the game are founded; as, if tolerably acquainted with this part of the science, he feels the less anxiety at the different pieces being changed off; and rather courts their removal, depending on his acquaintance with the science of playing the Pawns, for gaining some latent advantage. Nearly every Chess-player can understand, that, when the two Kings are opposite, with

but one square's distance between them, he is said to have the move, who has just placed his K. in opposition to his adversary; but few players know how to maintain this opposition, amidst the intricate variety of moves consequent upon a difficult position. I shall now proceed to explain, practically, the manner in which the Pawns ought to be played; and must request of the beginner, to attend particularly to a part of the game, which has been styled by the justly celebrated PHILIDOR, as "the soul of Chess."

FIRST POSITION.

WHITE.—K. at K. fifth, and P. at K. fourth sq.

BLACK.—K. at K. second sq.

White has here gained the opposition, and will Queen the P., if Black have the move; ex. gr.—Black moves.

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|---|--|
| 1. K. to Q. second sq. | 1. K. to K. B. sixth sq. |
| 2. If he play K. to Q. third, you check with P., and if, instead, he move to Q. sq., you advance K. to B. second. | |
| K. to K. sq. | 2. K. to K. sixth sq.—If you were to move the Pawn, he would get the opposition, and draw the game, by playing K. to K. B. sq. |

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|------------------------|---------------------------|
| 3. K. to Q. sq. | 3. K. to K. B. second sq. |
| 4. K. to Q. second sq. | 4. P. advances, and wins. |

Now, replace the pieces in the original position, and you will see, that if you were to play first, Black could draw the game. You play

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|-----------------------|--|
| 1. K. to Q. fifth sq. | 1. K. to Q. second sq. |
| 2. P. advances. | 2. K. to K. second sq.—If he had played to K. or Q. sq., you would win by opposing your King to his; but your own Pawn now prevents your gaining the important opposition. |

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|---|------------------|
| 3. P. advances. | 3. K. to K. sq. |
| 4. K. to Q. sixth sq. | 4. K. opposes K. |
| 5. If you retreat K. to K. fifth sq., he plays K. to K. second sq. P. checks. | 5. K. to K. sq. |

You must either abandon P., or give Stalemate. Study this attentively, before you examine the remainder of this chapter; attempt to win, by playing the White K. to every square he could go to, and find out Black's counter-move in every case. You will observe, that if your Pawn were on any square of the file, with the King opposed in a similar manner in the front of it, the result would be the same; and the same principle may be applied to every file but the Rook's, of which I shall give an example presently.

From this example, we may deduce, that if the single K. can get before the Pawn, either on the fronting square, or with only one square between them, *before the Pawn has reached the sixth sq.*, he will draw the game, wheresoever the adverse K. may be placed; always supposing, that, in such cases, the single K. has not the move.

SECOND POSITION.

WHITE.—K. at K. R. fifth, and P. at K. R. fourth sq.

BLACK.—K. at K. R. second sq.

The K. can always draw against the R. P., if he can get on the same file in front of it, at any distance, and wheresoever the adverse K. may be. It is of no consequence which plays first, but we will suppose Black to move, as by so doing he appears to give up the opposition.

- | | |
|--|------------------------|
| 1. K. to Kt. second sq. | 1. K. to Kt. fifth sq. |
| 2. K. to R. second sq. | 2. P. advances. |
| 3. K. to Kt. second sq. | 3. P. checks. |
| 4. K. to R. second sq. | 4. K. supports P. |
| 5. K. to Kt. sq.; he might also play to R. sq. | 5. K. to Kt. sixth sq. |
6. K. to R. sq.—If you now advance P., you give Stalemate. You will observe, that on any of the other files, there would be room for his K. to get away on the other side, which would allow of your winning by advancing the K.; but being on the R.'s file, he cannot escape. Another peculiarity of the R.'s file is, that the R. P. cannot win with a B. unless the B. run on a color to command the eighth square. To exemplify this, replace the position, and let White have his K. B. at K. B. third; Black has the move as before, and plays
- | | |
|---|---|
| 1. K. to Kt. second sq. | 1. K. B. to K. fourth sq. |
| 2. K. to R. sq. | 2. K. to R. sixth sq. |
| 3. K. to Kt. sq. | 3. If you check with B., he returns to R. sq.; and you are obliged to remove K. or B., to avoid giving Stalemate. |
| 4. K. to R. sq. | K. to Kt. sixth sq. |
| 5. K. moves. | 4. P. advances. |
| 6. K. to R. sq., and the game is evidently drawn. | 5. P. advances. |

For argument's sake, we might also suppose that you had several Pawns behind each other on the R.'s file, with the K. and B., and still the game would be drawn, unless your B. commanded the adverse corner square, in which case you would win easily. I must add, that if Black had his K. Kt. P. unmoved, you would win with B. and R. P.—examine wherefore.

THIRD POSITION.

WHITE.—K. at K. sq., and P. at K. second sq.

BLACK.—K. at K. sq.

The winning or drawing of this position depends entirely on the move; suppose White to move:

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|--|------------------------|
| 1. K. to Q. second sq. | 1. K. to K. second sq. |
| 2. K. to K. third sq.—In similar positions you should not advance the P. before the K. has secured the opposition. | |
| | 2. K. to K. third sq. |

K

3. K. opposes K.
4. If you move P., he draws the game, by playing K. to K. third.
K. to K. B. fifth sq.
5. If you move P. two sq., he draws the game: you may play
K. to K. fifth sq.
6. P. one sq.
7. P. one sq., and wins, as in the First Position.
3. K. to Q. third sq.
4. If he play K. to Q. fourth, you
check with P., and on his retreating K. to Q. third, play K.
to K. B. sixth; if K. to K. second sq.
5. K. to B. second sq.
6. K. to K. second sq.

If the P. left, be the Kt. P., there is a slight difference required to be observed in the play, which you will readily discover.

FOURTH POSITION.

WHITE.—K. at K. B. sixth, and P. at K. fifth sq.

BLACK.—K. at K. B. sq.

In this situation you win, whether you have the move or no. If Black have the move, and go to K. sq., you play K. to K. sixth; if you have to move first, you play as follows:

1. P. advances.
2. P. to K. seventh sq.
3. K. to B. seventh sq., and wins.—I dwell the longer on the method of manœuvring with a single Pawn, as you ought to be thoroughly acquainted with the mode of gaining and keeping the opposition with your King.
1. K. to K. sq.
2. K. to Q. second sq.

FIFTH POSITION.

WHITE.—K. at K. R. seventh, P. P. at K. R. sixth, and K. B. sixth.

BLACK.—K. at K. B. second sq.

If White play first, Black draws by maintaining the opposition; but if Black have to move, he must play to K. B. sq., and White then wins by going to K. Kt. sixth sq.

SIXTH POSITION.

WHITE.—K. at K. R. sq., Pawns at Q. B. fourth, Q. Kt. fourth, and Q. R. fourth sq.

BLACK.—K. at K. R. sq., Pawns at Q. B. third, Q. Kt. third, and Q. R. third.

Black has the move, and ought to draw the game, either by moving K. to Kt. second, or by advancing Q. Kt. P. one sq.—Not seeing this, he plays

1. Q. R. P. one sq.
1. Q. B. P. one sq., and you win; observing, that if he had originally played Q. B. P. one sq., you would now win by moving Q. R. P.

Having well examined this, replace the position, and you will see, that if White had the first move, you would win, playing thus;

1. Q. Kt. P. advances.
1. Q. R. P. takes P.

2. Q. B. P. one sq., and wins; observing, that if he take P. with Q. B. P., you advance Q. R. P., winning in either case.—Study the conclusion of this situation, with the attention it so well deserves.

SEVENTH POSITION.

WHITE.—K. at K. B. second, P. P. at K. B. third, and K. R. second squares.

BLACK.—K. at K. B. fifth, and P. at Q. R. second sq.

The winning or drawing of this situation, depends on the first move. If Black have to play, he may push on Q. R. P.; you are compelled to stop it with your K., and the game is drawn. If, on the other hand, White have originally the move, you play—

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|---|-----------------------|
| 1. K. R. P. two sq. | 1. Q. R. P. two sq. |
| 2. K. to K. second sq. | 2. P. to R. fifth sq. |
| 3. K. to Q. second sq., and wins easily, for your K. stops his P., while he can never take your B. P. with his K., as you would, in that case, Queen the other P. | |

EIGHTH POSITION.

The Rook's Pawn, or Knight's Pawn, unmoved, with its K. near enough, draws invariably against the Rook's and Knight's P.P. opposed to it, provided the two Pawns have reached their fifth squares.

WHITE.—K. at K. B. fifth, Pawns at K. Kt. fifth, and K. R. fifth squares.

BLACK.—K. at K. Kt. second, and P. at K. R. second sq.

Black never moves the P. until obliged, but continues moving his K. on these three squares—R., Kt., and Kt. second. If the single P. stood at K. Kt. second, the result would be the same, if Black persevere in not pushing the P. till forced, and play K. to B. second, B. sq., and Kt. sq., alternately. Any other single P., cannot draw against two supporting each other, except in a few peculiar cases.

NINTH POSITION.

WHITE.—K. at K. B. second, Pawns at K. R. second, and K. Kt. second squares.

BLACK.—K. at K. B. fourth sq., K. R. P. unmoved.

In the first edition of this work (p. 60), I have laid it down as a general rule, that these two Pawns unmoved, invariably win against a single Pawn opposed to them on either the Kt. or R. file. In this I followed the assertions of *every previous writer without exception*, but it would appear that the King, with the single P., can frequently draw against the two Pawns, in the very positions that have been always given as won. Whether White can, or cannot, play better at the first or second move, is a question for future discussion.

WHITE.

BLACK.

1. K. to Kt. third sq.—The authorities say that the move here is of no consequence, and give this and White's next move, as the two best that you can play.
2. K. R. P. checks.
the best for Black, is K. to R. fourth, and in that case White wins as follows:
3. K. to R. third sq.
4. K. to Kt. fourth sq. (best).
5. K. R. P. advances.
6. K. to Kt. fifth sq.
7. K. attacks P.
8. K. Kt. P. two sq.—If his K. were at K. Kt. sq., you would move this P. only one sq.
9. Kt. P. on.
10. Kt. P. on, and wins; for if he take P., you retake with P., which you then advance another step, and if he play instead, K. to Kt. sq., you move K. Kt. P. to Kt. seventh.

I now proceed to show that Black could draw the game after your second move; we will recapitulate the moves;

1. K. to Kt. third sq.
2. P. checks.
3. If you advance R. P., he attacks it with K.—If you move K. to K. B. second, or K. R. second, Black attacks R. P.; you must defend it with Kt. P., and the position will come to the same result as that given below.—You have two other moves, and
1. K. to Kt. fourth sq.
2. K. to K. B. fourth sq. (best).

IN THE FIRST PLACE.

- K. to K. B. third sq.
3. K. R. P. two sq.
4. K. Kt. P. one sq.
4. K. to K. fourth sq.
5. K. to K. third sq.
5. K. to K. B. fourth sq.

The game is drawn, for you cannot abandon Kt. P.

IN THE SECOND PLACE.

3. K. to R. third sq.
3. K. R. P. two sq.
4. If you now advance K. Kt. P. one sq., he may play K. to K. fourth, and will find no difficulty in drawing with careful play.—If you move K. to R. second, he attacks K. R. P., and lastly, if
- K. to Kt. third sq.
4. K. to K. fourth sq.
5. K. to K. R. second sq.
5. K. to K. B. fifth sq.
6. If you check with P., he may go on K. fourth.

K. to K. R. third sq.

6. K. to B. fourth sq.

7. Whether you push up P., or play K. to Kt. third, Black may still go to K. fourth, and can always draw the game.

TENTH POSITION.

WHITE.—K. at Q. fourth, and P. at K. Kt. fifth sq.

BLACK.—K. at Q. B. third, Pawns at K. Kt. third, and K. R. fourth squares.

At first view, it appears as if gaining the opposition would, in this case, very little avail White, but yet it is so material, that, with the move, you may draw the game. If Black were to play first, he would move K. to Q. third, and you would be obliged to abandon your P., which he would take, and win easily.

White has the move, and plays

1. K. to K. fourth.—You cannot take the opposition by moving K. to Q. B. fourth, as Black might, in that case, Queen the R. P.; you therefore oppose him diagonally, for with only one square between you, the move is still as much your's, as in the more simple method of taking up the opposition. Observe, that if he ever advance R. P., you go after it, and having taken it with K., draw the game against the other P., even though he may win your P.
 1. K. to Q. B. fourth sq.
2. K. to K. fifth sq.
 2. If Black play to the Q. B. squares on your half of the board, you must always confront him on the K. file.
 - K. to Q. Kt. fourth sq.
3. K. to Q. fifth sq.
 3. If he advance on your Kt. file, you must confront him on Q. file; but, if
 - K. to Q. R. fourth sq.
4. K. to K. fifth sq.—Few players are aware, that the opposition is as effectually maintained, by keeping three or five squares between the Kings, as one; it may assist the young player to remark also, that in simple cases of opposition, the K. keeps on squares of the same color as those on which the adverse K. moves. If Black now advance on your R. file, you oppose him on your K. file, observing to keep on the same line.
 4. K. to Q. R. third sq
5. I have now shown you how to play, in case he move upon any square on your half of the board.—We will suppose him to retrograde, with a view of out-generalling you and gaining the move, which would cost you the game.
 - K. to K. fourth sq.
 5. K. to Q. R. second sq.
6. To make the mode of keeping the opposition more intelligible, I make him take each square regularly.
 - K. to K. fifth sq.
 6. K. to Q. R. sq.
7. K. to K. fourth sq.—Observe, that if you had now played to Q. fifth sq., he would win by moving to Kt. second sq.

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|---|-------------------------------|
| 8. K. to Q. fourth sq. | 7. K. to Q. Kt. sq. |
| 9. K. to Q. fifth sq. | 8. K. to Kt. second sq. |
| 10. K. to Q. fourth sq. | 9. K. to Q. Kt. third sq. |
| 11. K. to K. fifth sq. | 10. K. to Q. B. second sq. |
| 12. K. to K. fourth sq. | 11. K. to Q. B. sq. |
| 13. K. to Q. fourth sq. | 12. K. to Q. sq. |
| 14. K. to Q. fifth sq. | 13. K. to Q. second sq. |
| 15. K. to K. fifth sq. | 14. K. to K. second sq. |
| he play K. to K. sq., you move to K. fourth. | 15. K. to K. B. second sq.—If |
| 16. K. to Q. fifth sq. | 16. K. to B. sq. |
| 17. K. to Q. fourth sq. | 17. K. to Kt. sq. |
| 18. K. to K. fourth sq. | 18. K. to R. sq. |
| 19. K. to B. fourth sq. | 19. K. to R. second sq. |
| 20. K. to B. third sq. | 20. K. to Kt. second sq. |
| 21. K. to K. third sq. | 21. K. to B. second sq. |
| 22. K. to B. third sq.—You might also play to Q. fourth, but it is better to move on the same file when possible. | |

22. K. to K. B. sq.

23. K. to B. fourth, keeping the magical three squares between you, and drawing the game, play as he will.

If the two Pawns were further advanced, they would win, even if you had the move ; if they were further back, you would draw, with the advantage of the move.

ELEVENTH POSITION.

WHITE.—K. at K. B. sq., Pawns at K. R. second, Q. B. fifth, Q. Kt. fifth, and Q. R. fifth squares.

BLACK.—K. at Q. fourth, Pawns at K. B. seventh, K. sixth, K. Kt. fourth, K. Kt. fifth, Q. Kt. second, and Q. R. second squares.

White to move, and draw the game.

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|---|-------------------------------|
| 1. Q. B. P. advances. | 1. K. to Q. third sq. (best). |
| 2. P. takes P.—If you advance Q. Kt. P. you lose. | 2. K. to Q. B. second sq. |

3. Q. R. P. one sq., and the game is evidently drawn.

Replace the pieces, and you will see that if he take your Q. B. P. with P., you win the game.

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|------------------------|--|
| 1. Q. B. P. advances. | 1. P. takes P. |
| 2. Q. Kt. P. advances. | 2. Q. R. P. takes P. |
| 3. Q. R. P. advances. | 3. If Black now play K. to K. fifth, you must move K. to K. second, and will win.—Therefore K. to Q. fifth sq. |

4. You now advance the P. to Q., and will win the game, but it is worthy of observation, that if you were now to play K. to K. second, which would at first sight appear to be correct, you would do wrong; ex. gr.

K. to K. second sq.

4. K. to Q. B. sixth sq.

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|----------------------------|-------------------------|
| 5. P. to Q. R. seventh sq. | 5. P. becomes Q. ch. |
| 6. K. takes Q. | 6. K. to Q. seventh sq. |
| 7. P. Queens. | 7. P. checks. |
| 8. K. to Kt. second sq. | 8. P. Queens. |

I prefer your enemy's game.

TWELFTH POSITION.

WHITE.—K. at Q. B. second, and P. at K. fourth sq.

BLACK.—K. at Q. Kt. second, Pawns at K. fourth, and K. B. third squares.

In this apparently hopeless situation, White may, by scientific play, draw the game, with the advantage of the move. It will be seen, such is the extreme delicacy with which the K. must be played, that you have hardly ever a choice of squares; indeed, I have never met with a position in which the principle required to be constantly kept in view, for maintaining the opposition, is so finely developed.

We will suppose, in the first instance, that Black has the move, which gives him the opposition and the game.

BLACK.

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| 1. K. to Q. B. third sq. | 1. K. to Q. Kt. second.—If you play to any other square, you will find that he can come round on the Q. side, and win your P. |
| 2. K. to Q. third sq. | 2. K. to Q. B. second sq. (A.) |
| 3. K. to K. third sq. | 3. K. to Q. second sq. |
| 4. K. to K. B. second sq. | 4. K. to K. second sq. |
| 5. K. to Kt. third sq. | 5. K. to B. third sq. |
| 6. K. to K. R. fourth sq., and wins the P. | |

WHITE.

(A.)

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| 3. K. to K. third sq. | 2. K. to Q. Kt. third sq. |
| 4. Black may either move the K. round, or P. advances. | 3. K. to Q. B. third sq. |
| 5. K. takes P. | 4. P. takes P. chg. |
| 6. K. to K. B. fifth sq., and must win. | 5. K. to Q. second sq. |

Now replace the pieces, and White, having the move, plays

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| 1. K. to Q. Kt. third sq. | 1. K. to Q. Kt. sq.—If he go on the Rook's file, you attack his Pawns. |
| 2. K. to Q. Kt. second sq. | 2. K. to Kt. second sq. |
| 3. K. to Q. Kt. third sq. | 3. If he move to Kt. third sq., you play to Kt. second; and if K. to Q. B. sq. |
| 4. K. to Q. B. second sq. | 4. K. to Q. B. second sq. |
| 5. K. to Q. B. third sq. | 5. K. to Q. B. third sq. |
| 6. K. to Q. B. second sq. | 6. If he play to Kt. fourth, you move to Kt. third; and if he go to Q. B. fourth, you play to |

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| Q. B. third. | K. to Q. third sq. |
| 7. K. to Q. second sq. | 7. K. to Q. second sq. |
| 8. K. to Q. third sq. | 8. K. to Q. sq. |
| 9. K. to Q. second sq. | 9. K. to K. sq. |
| 10. K. to K. second sq. | 10. K. to K. second sq. |
| 11. K. to K. third sq. | 11. K. to K. third sq. |
| 12. K. to K. second sq. | 12. If he advance P., you take,
and on his retaking, play to K. B. third; if, instead of re-
taking, he move K. to B. third, you play to K. third,
K. to K. B. second sq. |
| 13. K. to B. third sq. | 13. K. to B. sq. |
| 14. K. to B. second sq. | 14. K. to Kt. sq. |
| 15. K. to Kt. second sq. | 15. K. to Kt. second sq. |
| 16. K. to Kt. third sq. | 16. K. to Kt. third sq. |
| 17. K. to Kt. fourth sq. | 17. K. to R. third sq. |
| 18. K. to R. fourth sq. | 18. K. to R. second sq. |
| 19. K. to R. third sq. | 19. K. to R. sq. |
| 20. K. to R. second sq.—The game is drawn. | |

THIRTEENTH POSITION.

WHITE.—K. at Q. Kt. second, Pawns at K. R. third, K. Kt. fourth, and Q. fifth sq.

BLACK.—K. at K. B. second, Pawns at K. Kt. fourth, K. B. third, and Q. third sq.

This position recently occurred to me, and Black, having the move, played thus, as his best:

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| 1. K. B. P. advances. | 1. If White take P. with P., he
moves K. to B. third, and wins easily. White played there-
fore: |
| 2. K. to K. B. third sq. | K. to Q. B. third sq. |
| 3. If Black move K. about, you may do the same; and if
K. B. P. advances. | 2. K. to Q. fourth sq. |
| 4. If he now move K. to Kt. third, you may either push K. R. P.,
or move K. | 3. K. to K. fourth sq. |
| K. B. P. another sq. | 4. K. takes K. B. P. |
| 5. K. to K. fourth. | 5. K. to Kt. third. (best). |
| 6. K. takes P. | 6. K. R. P. advances and draws. |

FOURTEENTH POSITION.

WHITE.—K. at K. B. second, and P. at K. Kt. third sq.

BLACK.—K. at K. fifth, Pawns at K. Kt. fifth, and K. B. sixth sq.

This Position is given as drawn, both by LOLLÍ and COZIO; but may, in reality, be easily won by Black, through sacrificing one of his Pawns, whichever has the move. Many ends of games with Pawns only, may be won through thus giving a Pawn, *at the proper time*. If Black have the first move, he may now go to Q. sixth, and

then advance K. B. P., having gained the move. Supposing, again, that White move first, you play :

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| 1. K. to K. B. sq. | 1. K. B. P. advances. |
| 2. K. takes K. B. P. | 2. K. to Q. sixth, and having gained the move (as you will find upon examination), has no difficulty in winning. |

FIFTEENTH POSITION.

WHITE.—K. at Q. B. sq., K. B. P., K. Kt. P., and K. R. P., advanced one sq. each.

BLACK.—K. at K. B. fourth, Pawns at K. R. fourth, and K. Kt. fourth squares.

If White have to play first, he advances K. to the support of his Pawns, and ought to win ; but if Black have the move originally, he draws thus :

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|---|------------------------|
| 1. K. R. P. advances. | 1. Kt. P. takes P. |
| 2. P. takes P. | 2. K. to Q. second sq. |
| 3. K. attacks P. | 3. K. defends P. |
| 4. K. to Kt. sixth sq. | 4. K. to K. third sq. |
| 5. K. takes R. P. | 5. K. to B. second sq. |
| 6. K. to R. seventh sq. | 6. K. B. P. moves. |
| 7. K. R. P. moves. | 7. K. B. P. moves. |
| 8. K. to corner. | 8. K. B. P. moves. |
| 9. K. R. P. moves, and has gained Stalemate, unless White allow him to Queen. | |

SIXTEENTH POSITION.

WHITE.—K. at K. R. fourth, Pawns at K. R. third, K. Kt. second, and K. B. third sq.

BLACK.—K. at K. B. fifth, K. R. P., and K. Kt. P., unmoved ; K. B. P. advanced one sq.

Black has the move, and can force Checkmate thus :

BLACK.**WHITE.**

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| 1. K. Kt. P. one sq.
push this P. two sq., he moves K. R. P. one sq., and Mates next move. | 1. K. Kt. P. checks.—If you push this P. two sq., he moves K. R. P. one sq., and Mates next move. |
| 2. K. takes K. B. P. | 2. Kt. P. advances. |
| 3. K. R. P. one sq., and Mates next move.—This position is highly curious ; it is by PONZIANI. | |

SEVENTEENTH POSITION.

WHITE.—K. at Q. fifth, Q. R. P., Q. Kt. P., and Q. B. P. unmoved ; K. P. advanced one sq.

BLACK.—K. at K. second, Pawns at Q. third, Q. B. fourth, Q. Kt. fifth, and Q. R. fifth.

Whoever may have the move, White wins with proper care.—

Observe, that if you were, inadvertently, to move Q. B. P. one sq., you would lose, by your enemy pushing Q. R. P.—Your proper play is as follows:

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|---|--------------------------------|
| 1. K. P. advances. | 1. K. to Q. second sq. |
| 2. Q. B. P. two sq. | 2. P. takes P. en passant (A.) |
| 3. P. takes P. | 3. K. to Q. B. second sq. |
| 4. Q. R. P. advances. | 4. K. to Q. second sq. |
| 5. K. P. advances. | 5. P. takes P. |
| 6. K. takes K. P. | 6. K. supports P. |
| 7. Q. B. P. advances. | 7. K. to Q. B. second sq. |
| 8. K. attacks P. | 8. K. supports P. |
| 9. K. to Q. sixth sq., winning Pawn and game. | |

(A.)

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| 3. K. P. advances. | 2. K. to Q. B. second sq. |
| 4. K. takes P. | 3. P. takes P. |
| 5. K. to K. sixth sq. | 4. K. to B. third sq. |
| 6. K. attacks P. | 5. K. to Q. B. second sq. |
| 7. K. to Q. sixth sq. | 6. K. supports P. |
| | 7. If he move either Pawn, you do not take, but push the P., which is en prise. If he move K., you take P., and, of course, win the game. |

EIGHTEENTH POSITION.

WHITE.—K. at K. B. eighth sq., Pawns at K. R. fourth, and K. Kt. fifth sq.

BLACK.—K. at K. R. sq., Pawns at K. R. second, and K. Kt. third sq.

Here, on account of the confined situation of Black's K., he must lose. If White move first, you play K. to K. B. seventh, compelling Black to push K. R. P.—If Black begin, and advance K. R. P. two sq., you capture his Pawns with K., and if, instead, he play K. R. P. only one sq., you may either attack P. with K., or advance K. R. P. also one sq., which is perhaps the *neater* move of the two.

NINETEENTH POSITION.

WHITE.—K. at K. third, Pawns at K. Kt. third, Q. fourth, Q. B. fifth, Q. Kt. fourth, and Q. R. fourth sq.

BLACK.—K. at K. B. fourth, Pawns at K. Kt. fourth, Q. fourth, Q. B. third, Q. Kt. third, and Q. R. P. unmoved.

Black, having here to move, pushed Q. Kt. P., on which White plays thus:

- | | |
|---|-----------------------|
| 1. P. takes P. (A.) | 1. P. takes P. |
| 2. K. to K. B. third. (best) (B.) | 2. Pawn checks. |
| 3. K. to K. third sq. | 3. Q. R. P. one sq. |
| 4. K. to Q. third sq.—You must not advance Q. B. P. | 4. K. to K. third sq. |

5. K. to K. third sq. 5. K. to K. B. fourth sq.
 White persists in the same move, and draws the game.

(A.)

- | | |
|------------------------------|---------------------------------|
| 1. Q. R. P. advances. (bad). | 1. K. attacks P. |
| 2. K. defends K. Kt. P. | 2. K. to K. R. sixth sq. |
| 3. K. to B. third sq. | 3. Pawn checks. |
| 4. K. to K. B. second sq. | 4. Q. R. P. advances, and wins. |

(B.)

- | | |
|------------------------------|--------------------------------|
| 2. Q. B. P. advances. (bad). | 2. K. to K. third sq. |
| 3. Q. B. P. advances. | 3. K. to Q. second sq. |
| 4. K. to K. B. third sq. | 4. King takes P. |
| 5. K. attacks P. | 5. Q. R. P. two sq., and wins. |

TWENTIETH POSITION.

WHITE.—K. at Q. R. fifth sq., Q. R. P., and Q. Kt. P., unmoved.

BLACK.—K. at K. R. fourth sq., K. R. P., and K. B. P., unmoved.

When you are hurrying with a Pawn to Queen, and you find that your adversary can also make a Queen, look carefully at the moves that may be played after both shall have Queened. In the present case, the bad player, having the move and the White pieces, would be probably satisfied (seeing that both parties must Queen), to draw the game; the good player would look forward through the proper number of moves, and find that if White move first, he can force the game; ex. gr.—White moves—

- | | |
|---|------------------------|
| 1. Q. Kt. P. two sq. | 1. K. B. P. two sq. |
| 2. Q. Kt. P. moves. | 2. K. B. P. moves. |
| 3. Q. Kt. P. moves. | 3. K. B. P. moves. |
| 4. Q. Kt. P. moves. | 4. K. B. P. moves. |
| 5. Pawn Queens. | 5. Pawn Queens. |
| 6. Q. to Q. Kt. fifth chg. | 6. Q. must take Q. ch. |
| 7. K. takes Q. | 7. K. to Kt. fifth sq. |
| 8. Q. R. P. advances to Queen, just in time to win. | |

CHAPTER XXV.

ENDS OF GAMES WITH BOTH PIECES AND PAWNS.

The first point to which I shall call your attention under this head, is one of great consequence to be well acquainted with, as the knowledge of it will enable you to draw a game occasionally, which you would otherwise abandon in despair.

A Pawn at its seventh square, supported by K., may draw the game against K. and Q., on the Bishop's and Rook's files, provided the adverse K. be at a certain distance; but, on either of the other files, however distant the adv. K. be, the P. invariably loses.

FIRST POSITION.

WHITE.—K. at K. R. fifth, and Q. at K. fourth sq.

BLACK.—K. at Q. seventh sq., and P. at K. seventh sq.

This, and the following example, will also show you the method of winning, on either of those files, on which, as I have said, the Q. wins. You force the K., by repeated checks, to go in front of his P., and each time that he is compelled so to do, you employ the move gained, in bringing up your K., until he is near enough to assist in winning the P., or giving Checkmate.

- | | |
|---|------------------------------|
| 1. Q. to Q. fourth sq. ch. | 1. K. to adv. Q. B. sq. |
| 2. Q. to K. third sq. ch. | 2. K. to adv. Q. sq. |
| 3. Q. to Q. third sq. ch. | 3. K. to adv. K. sq. |
| 4. K. to K. Kt. fourth sq. | 4. K. to adv. K. B. sq. (A.) |
| 5. K. to K. B. third sq. | 5. K. to adv. Kt. sq. |
| 6. Q. takes P., and Checkmates next move. | |

(A.)

- | | |
|-------------------------------|----------------------------|
| 5. Q. to K. Kt. third sq. ch. | 4. K. to K. B. seventh sq. |
| 6. K. to K. B. third sq. | 5. K. to adv. B. sq. |
| 7. Q. gives Checkmate. | 6. Pawn Queens. |

SECOND POSITION.

WHITE.—K. at Q. Kt. fourth, and Q. at K. B. second sq.

BLACK.—K. at adv. K. R. sq., and P. at K. Kt. seventh sq.

White, having the move, plays

- | | |
|--|-----------------------------|
| 1. Q. to R. fourth sq. ch. | 1. K. to adv. Kt. sq. |
| 2. K. to Q. B. third sq. | 2. K. to adv. K. B. sq. |
| 3. Q. to K. B. fourth sq. ch. | 3. K. to adv. K. second sq. |
| 4. Q. to K. Kt. third sq. | 4. K. supports P. |
| 5. Q. to B. third sq. ch. | 5. K. to adv. Kt. sq. |
| 6. K. to Q. third sq. | 6. K. to adv. R. sq. |
| 7. Q. to K. R. third sq. ch. | 7. King moves. |
| 8. K. to K. third sq. | 8. K. to adv. B. sq. |
| 9. K. to K. B. third sq., winning Pawn and game. | |

THIRD POSITION.

WHITE.—K. at Q. Kt. fourth, and Q. at K. second sq.

BLACK.—K. at adv. K. Kt. sq., and P. at K. B. seventh sq.

Black will now be able to draw the game, through the Pawn's being on the Bishop's file. If you begin by playing

- | | |
|--------------------------------|-------------------------|
| 1. Q. to K. Kt. fourth sq. ch. | 1. K. to R. seventh sq. |
| 2. Q. to K. B. third sq. | 2. K. to adv. Kt. sq. |
| 3. Q. to K. Kt. third sq. chg. | 3. K. to adv. R. sq. |

If you take the P., you give Stalemate; if you check, the same moves recur; the game must therefore be drawn, for you can never

gain moves by compelling him to play in front of the Pawn, as he may always leave it en prise of your Q.

FOURTH POSITION.

WHITE.—K. at Q. Kt. fourth, and Q. at K. R. third sq.

BLACK.—K. at adv. K. Kt. sq., and P. at K. R. seventh sq.

White to move.

1. Q. to K. Kt., third sq. chg. 1. K. to adv. R. sq.
2. The game must be drawn; for if you move K., you give Stale-mate, and if you remove the Q. from the Kt.'s file, he plays K. away, and you are immediately forced to check again, to prevent his Queening the Pawn.

In some few situations, however, you may win against the P., on either the Bishop's or Rook's files; but it depends entirely on the position of your King; ex. gr.

FIFTH POSITION.

WHITE.—K. at K. R. fifth, and Q. at Q. second sq.

BLACK.—K. at K. Kt. seventh, and P. at K. B. seventh sq.

White, having the move, plays

1. K. to K. Kt. fourth sq. 1. If he move to B. sq., you play K. to B. third; if he play to R. sq., you may advance K. to Kt. third; and if K. to adv. Kt. sq.
2. K. to K. B. third sq. 2. P. Queens, chg.
3. K. to Kt. third, giving Mate immediately.

SIXTH POSITION.

WHITE.—K. at K. R. fifth, and Q. at K. Kt. fifth sq.

BLACK.—K. at adv. K. R. sq., and P. at K. R. seventh sq.

White moves, and wins thus:

1. Q. to Q. second sq. 1. King moves.
2. K. to K. Kt. fourth sq. 2. Pawn Queens.
3. K. to Kt. third sq., winning, as in the last example.

SEVENTH POSITION.

WHITE.—K. at Q. R. fourth, and P. at Q. seventh sq.

BLACK.—K. at adv. Q. Kt. sq., and P. at Q. B. sixth sq.

This situation actually occurred; White played

1. K. to Q. Kt. third sq. 1. P. advances.
2. P. Queens. 2. P. also Queens.
3. Q. to Q. third sq. ch. 3. K. to adv. R. sq.
4. Q. to Q. R. sixth sq. ch. 4. K. to adv. Kt. sq.
5. Queen gives Checkmate.

EIGHTH POSITION.

WHITE.—K. at K. Kt. sq., Pawns at K. R. fifth, K. Kt. fifth, and K. B. fifth sq.

BLACK.—K. at adv. Q. sq., and R. at K. Kt. sq.

Three united Pawns win against the Rook, or a minor piece, provided they can reach their fifth squares, without being attacked, or, provided they have still the move, if one be attacked; in stating this, I suppose the Kings not to be able to enter into the contest. White now, having the move, easily wins by advancing the attacked Pawn, but you will find, that if your King were on the Rook's square, instead of the Kt.'s, Black would win the game.

Two united Pawns, win against the Rook, or a minor piece (supposing, as before, that the Kings are too far distant to be brought into action), if they can reach their sixth squares without being attacked, whether they have the move or no; or if, supposing one of them to be attacked, they have the move.

NINTH POSITION.

WHITE.—K. at Q. Kt. third, Kt. at Q. second, K. B. at Q. B. sixth, Pawns at K. Kt. fourth, K. B. third, and Q. Kt. fifth squares.

BLACK.—K. at K. B. third, Bishops at K. R. second, and Q. B. fourth, Pawns at K. Kt. fourth, K. B. fifth, K. fourth, Q. third, and Q. Kt. third sq.

In this position, Black ought to win with careful play. White has the move and checks with Kt., in order to tempt Black to exchange. The latter takes Kt. with B., thinking that with the advantage of two Pawns, the more pieces he can get off the better. White then retakes B. with B., and the game is drawn; whereas, if Black had a Bishop running on the same diagonals as your's, he would easily win.—Recollect this, and you may frequently draw a desperate game, by contriving to remain with a Bishop, which runs on the reverse color to that of your adversary, and cannot therefore be exchanged, or forced from its position, by the adv. B.

TENTH POSITION.

WHITE.—K. at Q. R. sixth, Q. B. at K. Kt. sq., Pawns at Q. R. seventh, and Q. Kt. sixth sq.

BLACK.—K. at Q. R. sq., Rook at K. Kt. second, Pawns at K. Kt. seventh, K. B. sixth, K. fifth, Q. fourth, and Q. B. third sq.

The game is drawn, whosoever plays first. If White have the move, he persists in moving B. upon the long diagonal, any square of which he may rest on. If Black play first, he can only play the Rook along the line he now stands on.—I leave you to find out why he cannot advance one of the Pawns to Queen.

ELEVENTH POSITION.

WHITE.—K. at Q. R. fourth, Rook at K. Kt. seventh, Pawns at K. B. seventh, and K. R. third sq.

BLACK.—K. at K. fifth, Rook at K. B. eighth sq., and Q. R. P. unmoved.

I give this position (which recently occurred to me), to show the value of the first move. If White have the move, he wins; but if Black move first, he draws.—White plays

- | | |
|--|------------------------|
| 1. K. R. P. one sq. | 1. K. to K. fourth sq. |
| 2. K. R. P. advances. | 2. K. to K. third sq. |
| 3. R. P. to K. R. sixth sq. | 3. R. takes K. B. P. |
| 4. R. P. to K. R. seventh sq., and must win. | |

Now replace the situation, and give Black the move.

- | | |
|---|-----------------------|
| 1. K. to K. fourth sq. | 1. K. R. P. advances. |
| 2. K. to K. third sq. | 2. K. R. P. advances. |
| 3. R. takes K. B. P., and draws the game. | |

TWELFTH POSITION.

WHITE.—K. at K. R. second, Kt. at K. B. third, Pawns at Q. B. third, K. Kt. second, K. R. third, and Q. Kt. second sq.

BLACK.—K. at Q. B. second, Kt. at Q. Kt. fourth, Pawns at K. R. fifth, K. Kt. fourth, Q. Kt. second, and Q. R. fifth sq.

In this situation, White had the move, and took K. Kt. P. with Kt., upon which Black skilfully forced the game thus:

1. Kt. takes Q. B. P.

FIRST DEFENCE.

- | | |
|-----------------------------------|---|
| | 1. P. takes Kt.—The check of the Knight is evidently worthless. |
| 2. Q. R. P. advances. | 2. Kt. checks. |
| 3. K. to Q. third sq. | 3. Kt. to Q. fourth sq. |
| 4. Q. R. P. advances. | 4. Kt. to Q. B. second sq. |
| 5. K. to Q. B. fourth sq. | 5. K. Kt. P. moves. |
| 6. P. takes P. ch. | 6. K. takes P. |
| 7. K. to Q. B. fifth sq. | 7. K. R. P. one sq. |
| 8. K. takes P. | 8. Kt. to Q. R. sq. |
| 9. K. to Q. Kt. seventh sq. | 9. K. R. P. advances. |
| 10. K. takes Kt. | 10. P. to K. R. sixth sq. |
| 11. K. to adv. Kt. sq. | 11. P. advances. |
| 12. Pawn becomes Queen, and wins. | |

SECOND DEFENCE.

- | | |
|----------------------------|----------------------------|
| | 1. Kt. to K. B. third sq. |
| 2. Kt. to adv. Q. sq. | 2. Kt. takes P. |
| 3. Kt. takes P. | 3. Kt. to K. B. third sq. |
| 4. P. to Q. R. sixth sq. | 4. Kt. to Q. fourth sq. |
| 5. P. to Q. R. seventh sq. | 5. Kt. to Q. Kt. third sq. |

- | | |
|-----------------------------------|--------------------------|
| 6. Kt. to Q. sixth sq. | 6. K. Kt. P. two sq. |
| 7. Kt. to adv. Q. B. sq. | 7. Kt. to Q. R. sq. |
| 8. Q. Kt. P. two sq. | 8. K. Kt. P. moves. |
| 9. K. to Q. second sq. | 9. K. to Kt. third sq. |
| 10. K. to K. second sq. | 10. K. to Kt. fourth sq. |
| 11. K. to K. B. second sq. | 11. K. R. P. one sq. |
| 12. Q. Kt. P. advances, and wins. | |

THIRTEENTH POSITION.

WHITE.—K. at Q. third, Kt. at K. second, Pawns at K. R. second, K. Kt. third, K. B. fourth, Q. Kt. fourth, and Q. R. fifth sq.

BLACK.—K. at K. B. sixth, Kt. at Q. Kt. fourth, Pawns at K. R. fifth, K. Kt. fifth, K. B. fourth, and Q. R. third sq.

From the actual manner in which this was played, the learner ought to derive considerable instruction. Black had the move.

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|--|---|
| | 1. K. R. P. one sq. |
| 2. Kt. to Q. fourth sq. ch. | 2. Black ought now to move K. to K. Kt. seventh, and if you then took Kt. with Kt., he should not retake Kt., but would win by taking K. R. P. Not seeing this— |
| 3. K. takes Kt. | Kt. takes Kt. |
| 4. If you immediately advance the Q. Kt. P., he would take K. R. P., and draw the game, each party making a Queen. | 3. K. to K. Kt. seventh sq. |
| K. to K. third sq. (best). | 4. K. takes P. |
| 5. K. to K. B. second sq. | 5. K. to R. eighth sq. |
| 6. Q. Kt. P. one sq., winning without difficulty. | |

FOURTEENTH POSITION.

WHITE.—K. at Q. Kt. fifth, Rook at adv. Q. B. sq., and P. at Q. R. fifth.

BLACK.—K. at K. R. fourth, R. at K. Kt. fourth, and Pawns at K. Kt. fifth, and K. B. fourth sq.

This, and the next four positions, are taken from the very scarce and excellent work on the Elements of Chess, by ZUYLEN VON NIEVELD*. Similar endings occur daily, and although the finished player may consider them too simple and obvious to be worthy of notice, the beginner is advised to study them attentively.

In this position, White, having the move, wins.

- | | |
|---|--------------------------|
| 1. R. checks. | 1. K. moves. |
| 2. R. checks. | 2. K. moves. |
| 3. R. takes R. | 3. K. takes R. |
| 4. P. advances. | 4. K. Kt. P. on. |
| 5. P. to R. seventh sq. | 5. P. to Kt. seventh sq. |
| 6. Pawn Queens, and stops Black's Pawn. | |

* La supériorité au jeu des Echecs, mise à la portée de tout le Monde, &c. Campen, 1792. 8vo.

FIFTEENTH POSITION.

WHITE.—K. at K. B. fourth, Kt. at K. fifth, Pawns at K. B. fifth, and Q. Kt. fourth sq.

BLACK.—K. at K. B. third, B. at Q. Kt. third, Q. R. P., and Q. B. P., unmoved.

White to play, wins the game thus:

- | | |
|---|------------------------|
| 1. Kt. to Q. seventh sq. ch. | 1. K. to K. second sq. |
| 2. Kt. takes B. | 2. Either P. takes Kt. |
| 3. Q. Kt. P. one sq., stopping the two Pawns, and play as he will, you must win the game. | |

In similar endings, the young player is requested to observe, that his plan is to leave the K. B. P. to be taken, while he goes with his King and takes the two Pawns.

SIXTEENTH POSITION.

WHITE.—K. at K. R. second, Kt. at Q. B. fourth, Pawns at K. Kt. second, Q. R. fifth, Q. Kt. sixth, Q. B. seventh, and Q. sixth sq.

BLACK.—K. at Q. B. sq., Rook at Q. Kt. fifth, Pawns at Q. R. third, Q. Kt. second, Q. B. third, K. B. second, K. Kt. fifth, and K. R. fourth sq.

White wins by a scientific move.

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|--|----------------|
| 1. P. checks. | 1. K. takes P. |
| 2. Kt. to Q. sixth sq., and then Queens P.; observing that if Black advance P. chg., you do not take P. with K., but play K. to R. third sq. | |

SEVENTEENTH POSITION.

WHITE.—K. at K. Kt. third, Kt. at K. B. second, Q. P., and Q. R. P., unmoved.

BLACK.—K. at K. Kt. eighth, Pawns at K. R. seventh, Q. Kt. second, and Q. B. second sq.

Black threatens to call a Queen, but White has the move, and skilfully plays

- | | |
|---------------------|---|
| 1. Kt. to K. R. sq. | 1. If Black do not take Kt., you will easily find out how to win; therefore |
| K. takes Kt. | |

2. K. to K. B. second.—Black's King is now completely locked up, and he must advance his Pawns. If he play Q. B. P. two sq., you move Q. R. P. two sq., and if he then advance Q. B. P., you advance Q. R. P. another square.—If, again, he begin by moving Q. B. P. one sq., you may play Q. B. P. two sq., being cautious not to give Stalemate. Many variations spring out of this, and I recommend you to write them all out. In every case, your Pawns will stop his, and win.

EIGHTEENTH POSITION.

WHITE.—K. at adv. K. sq., Q. at Q. B. fifth, Q. Kt. P., Q. B. P., and K. B. P., unmoved, K. R. P. at its sixth.

BLACK.—K. at K. R. sq., Q. at K. B. third, Q. R. P., Q. Kt. P., and K. R. P., unmoved, and K. B. P. at its sixth square.

White forces the game thus :

1. Q. checks. 1. Q. must take Q. ch.
2. K. takes Q.—Black is now locked up, as in the last position, and play as he may, your Pawns will stop his. Study this method of stopping Pawns carefully, and make yourself thoroughly master of the principle on which it is effected. In the present case, if Black advance Q. Kt. P. two sq., you play the same move, but if he push it only one sq., you may advance Q. B. P. two squares.

CHAPTER XXVI.

FIFTY NEW CHESS PROBLEMS.

In making the following selection of Problems, or Ends of Games, which may be won or drawn by scientific play, I have taken care to give none that have ever before been published in this country. Many of them are highly curious, and have occurred in actual play ; while the greater part of them are both possible and probable. I recommend the student to set up each position on the board, and thus endeavour to find out the "coup," without touching the men. The solutions will be found in the following chapter. It is to be understood that White has always the first move, unless otherwise expressed.

No. I.—By G. WALKER.

WHITE.—King at K. third, Q. at K. R. seventh, R. at adv. Q. Kt. sq., K. B. at K. sixth, and P. at Q. R. fourth.

BLACK.—King at Q. B. third, Q. at K. sq., R. at K. B. sq., Q. B. at Q. B. sq., Pawns at Q. third, Q. B. fourth, and Q. Kt. third.

White to Checkmate in three moves.

No. II.—By G. W.

WHITE.—K. at K. sq., Q. at Q. B. sixth, K. B. at K. fourth, Knights at Q. fifth, and Q. Kt. fifth, Pawn at Q. R. fifth.

BLACK.—K. at Q. Kt. sq., Q. at K. sq., R. at Q. B. sq., K. B. at Q. B. second, Kt. at Q. second, Pawns at K. B. fifth, and Q. Kt. third.

White to Mate with Q. R. P. in four moves. (You could also Mate with Q. in two, or with Kt. in three.)

No. III.—By G. W.

WHITE.—K. at K. B. sq., Q. at K. B. third, R. at Q. B. sixth, Pawn at Q. Kt. sixth.

BLACK.—K. at Q. R. sq., Q. at K. Kt. second, Bishops at Q. third, and Q. Kt. second, P. at K. Kt. sixth.

White to Checkmate with the Pawn in four moves.

No. IV.—By G. W.

WHITE.—K. at K. third, Q. at K. Kt. sq., Rooks at Q. Kt. third, and Q. Kt. fourth, K. B. at K. fourth, Pawns at Q. second, and Q. B. third.

BLACK.—K. at K. B. third, Q. at adv. Q. sq., Rooks at adv. K. B., and Q. B. fifth, K. B. at Q. R. fourth, Pawns at K. second, Q. Kt. fourth, and Q. R. third.

White to Checkmate in five moves with Q. B. P.

No. V.—By G. W.

WHITE.—K. at K. fourth, Q. at Q. R. fifth, Rooks at Q. fourth, and Q. R. fourth.

BLACK.—K. at Q. R. sq., Q. at K. B. second, Rooks at K. B. sq., and Q. R. second.

White Mates in five, or Black Mates in three moves.

No. VI.—By G. W.

WHITE.—K. at Q. R. fifth, Q. at adv. K. sq., Q. B. at Q. second, Kt. at Q. B. fifth, P. at Q. third.

BLACK.—K. at Q. B. second, Q. at K. B. fourth, R. at Q. Kt. second, Q. B. at K. third, Pawns at K. B. third, Q. second, and Q. B. third.

White to move, and draw by force.

No. VII.—By G. W.

WHITE.—K. at Q. B. sq., Q. at K. B. sixth, Rooks at K. B., and Q. R. second, Q. B. at K. Kt. third, Kt. at K. B. fourth, Pawns at Q. second, K. Kt. fifth, and Q. Kt. third.

BLACK.—K. at K. R. sq., Q. at Q. R. second, Rooks at Q. sq., and K. B. sq., Q. B. at K. B. second, Kt. at K. Kt. second, Pawns at K. R. second, Q. B. fourth, Q. Kt. third, and Q. Kt. fifth.

In this position, Black took R. with Q., on which White gave Checkmate in five moves.

No. VIII.—By G. W.

WHITE.—K. at Q. B. third, Q. at Q. R. fourth, R. at Q. second, Q. B. at K. fifth.

BLACK.—K. at adv. Q. R. sq., Q. at K. Kt. seventh, R. at Q. R. seventh, Knights at Q. B. seventh, and Q. R. sixth.

White to Checkmate with the Bishop in five moves, and each party to give Check alternately.

No. IX.—By G. W.

WHITE.—K. at K. Kt. sq., Q. at K. Kt. fifth, Bishops at K. R. second, and K. Kt. eighth, Kt. at K. R. fifth.

BLACK.—K. at K. R. sixth, Pawns at K. R. fifth, K. third, and Q. second.

White compels Black to Mate with Q. P. in five moves.

No. X.—By G. W.

WHITE.—K. at Q. R. sq., Q. at K. B. fourth, Rooks at K. R. sq., and K. R. fifth, Q. B. at K. R. second, Kt. at K. R. fourth, Pawns at Q. R. second, Q. Kt. third, and Q. B. second.

BLACK.—K. at K. R. sq., Q. at Q. R. sixth, Rooks at K. B. sq. and Q. R. sq., Bishops at K. R. third, and K. third, Kt. at Q. third, Pawns at K. R. second, K. B. second, Q. B. second, and Q. Kt. third.

White to Mate in six moves.

No. XI.—By G. W.

WHITE.—K. at K. fifth, Bishops at K. B. fifth, and Q. fourth, Pawn at K. Kt. sixth.

BLACK.—K. at Q. sq., Pawn at Q. B. fifth.

White Mates in six moves with K. Kt. P., without taking the Black's Q. B. P.

No. XII.—By G. W.

WHITE.—K. at K. seventh, Q. at Q. B. sq., Pawns at K. sixth, K. B. second, and Q. B. seventh.

BLACK.—K. at K. R. sq., P. at K. fourth sq.

In this situation White undertakes to Checkmate with K. P. in seven moves, without moving his K., or making a second Q.—It is understood, that in similar positions, Black can demand no other piece for his Pawn but a Queen.—It is also worthy of remark, that the Mate could be given in six moves with K. B. P.

No. XIII.—By WM. BONE, Esq.

WHITE.—K. at Q. R. third, Q. at Q. sixth, Q. B. at Q. fourth.

BLACK.—K. at Q. R. fourth, R. at K. second, Q. B. at Q. R. fifth, Knights at Q. fourth, and Q. B. third, Pawns at K. third, and Q. R. third.

White to Checkmate in four moves.

No. XIV.—By W. B.

WHITE.—K. at K. R. sq., Q. at Q. R. sq., Rooks at K. R. seventh, and K. seventh, Knights at Q. B. third, and Q. B. eighth, Pawns at K. R. second, and K. Kt. third.

BLACK.—K. at Q. R. sq., Q. at K. B. seventh, R. at K. seventh, Q. B. at Q. Kt. fourth, Kts. at Q. R. third, and K. B. sixth, Pawns

at K. R. fourth, K. Kt. fifth, Q. fifth, Q. B. third, Q. Kt. second, and K. R. second.

White to Checkmate in five moves.

No. XV.—By W. B.

WHITE.—K. at Q. Kt. third, Q. at Q. sixth, R. at Q. B. seventh, Pawns at Q. B. fourth, Q. B. sixth, Q. Kt. second, and Q. R. third.

BLACK.—K. at Q. R. fourth, Q. at K. R. seventh, Rooks at their sq., Q. B. at K. B. sixth, Kts. at Q. fourth, and Q. R. second, Pawns at K. Kt. seventh, K. fourth, and Q. Kt. third.

White to Checkmate in six moves.

No. XVI.—By W. B.

WHITE.—K. at K. sixth, Q. at Q. seventh, R. at K. B. fifth, and P. at K. Kt. fifth.

BLACK.—K. at K. R. sq., R. at K. Kt. second, and K. R. P. unmoved.

White to Mate with P. in six moves, without taking P.

No. XVII.—By W. B.

WHITE.—K. at K. Kt. sq., Q. at K. R. fifth, R. at K. sq., K. B. at Q. B. fourth, Kt. at K. Kt. fifth, K. R. P., K. Kt. P., K. B. P., and Q. R. P., unmoved.

BLACK.—K. at K. Kt. sq., Q. at Q. B. seventh, Rooks at K. B. sq. and Q. R. sq., Q. B. at Q. B. sq., Kt. at Q. B. third, K. R. P., K. Kt. P., K. B. P., Q. P., Q. B. P., Q. Kt. P. and Q. R. P., unmoved.

In this position, Black, having the move, advanced Q. P. two sq., on which White Mates in seven moves.—This position occurred in play, and arose out of a variation of Capt. Evans's opening.

No. XVIII.—By W. B.

WHITE.—K. at Q. Kt. sq., Q. at Q. fifth, R. at K. R. second. Kt. at K. B. fourth, Pawns at K. fourth, Q. B. second, and Q. Kt. third.

BLACK.—K. at K. Kt. second, Q. at Q. R. sixth, Rooks at K. Kt. sq. and Q. sq., K. B. at Q. fifth, Pawns at K. R. second, K. B. fourth, and Q. Kt. fifth.

White undertakes to Mate in eight moves.

No. XIX.—By W. B.

WHITE.—K. at K. B. sixth, R. at K. third, K. B. at K. fourth, Pawns at K. R. third, K. Kt. fifth, K. B. fourth, and Q. fifth.

BLACK.—K. at K. Kt. sq., K. R. at home, Pawns at K. R. second, Q. second, Q. fifth, Q. B. fourth, Q. Kt. fifth, and Q. R. sixth.

White to Checkmate in nine moves.

No. XX.—By W. B.

WHITE.—K. at K. Kt. sq., Q. at Q. Kt. second, R. at K. B. sq.,

Q. B. at K. Kt. third, Pawns at K. R. third, Q. B. fourth, Q. Kt. third, and Q. R. second.

BLACK.—K. at Q. R. sq., Q. at K. Kt. third, R. at K. Kt. sq., Pawns at K. R. fifth, Q. B. fourth, Q. Kt. third, and Q. R. third.

White to move and win.

No. XXI.—By W. B.

WHITE.—K. at K. B. third, Q. B. at K. R. fourth, Kt. at K. B. fourth, Pawns at K. R. third, K. Kt. second, K. B. second, and Q. R. third.

BLACK.—K. at K. Kt. second, R. at K. second, Pawns at K. Kt. third, K. B. fourth, Q. fourth, Q. Kt. fifth, and Q. R. fifth.

Black, having the move, took P. with P., in order to make a Queen, but White wins by scientific play.

No. XXII.—By W. B.

WHITE.—K. at adv. Q. B. sq., Rooks at Q. R. sq., and Q. Kt. fifth, Kt. at Q. R. third, Pawns at K. R. second, K. Kt. third, and Q. B. fifth.

BLACK.—K. at Q. R. second, Q. at K. B. fourth, Rooks at K. third, and Q. B. third, K. B. at Q. B. second, Pawns at K. R. second, K. Kt. third, and Q. R. third.

White to draw the Game.

No. XXIII.—By F. L. SLOUS, Esq.

WHITE.—K. at Q. sq., Q. at K. B. second, R. at K. R. sq., K. B. at Q. third, Kts. at K. Kt. fourth, and K. fifth, Pawns at K. Kt. third, Q. B. fourth, and Q. Kt. third.

BLACK.—K. at K. Kt. sq., Q. at Q. Kt. fifth, Rooks at K. B. and Q. R. sq., Bishops at K. Kt. fourth, and K. third, Kt. at Q. B. third, K. R. P., K. Kt. P., K. B. P., Q. Kt. P., and Q. R. P., unmoved.

White to give Checkmate in eight moves.

No. XXIV.—By HIRSCH SILBERSCHMIDT, OF BRUNSWICK *.

WHITE.—K. at K. R. sq., Rooks at adv. K., and adv. Q. B. sq., Knights at K. Kt. second, and Q. R. sq.

BLACK.—King at Q. second sq.

White to Mate with the Rook which is at adv. Q. B. sq., in seven moves, on condition of only moving that R. once, and not moving the other R., or King, at all.

No. XXV.—By SILBERSCHMIDT.

WHITE.—K. at K. Kt. sq., Q. at Q. third, Rooks at Q. B. sq., and Q. R. seventh, K. B. at home, K. R. P., and K. B. P., unmoved.

BLACK.—K. at Q. B. sq., Q. at K. R. fifth, Rooks at K. R., and Q.

* Das Gambit, oder Angriff und Vertheidigung gegen Gambitzüge, &c. Braunschweig, 1829. 8vo.

sq., Kt. at Q. second, Pawns at K. B. second, Q. B. third, and Q. Kt. second.

White to Checkmate in five moves.

No. XXVI.—By SILBERSCHMIDT.

WHITE.—K. at his sq., Q. at Q. B. third, Rooks at Q. B. second, and Q. Kt. second, Bishops at K. fourth, and Q. second, Kt. at Q. fourth, Pawns at K. Kt. second, K. B. third, and Q. R. fourth.

BLACK.—K. at Q. R. second, Q. at Q. R. sixth, Rooks both at home, K. B. at K. second, Kt. at Q. sq., Pawns at K. Kt. third, K. B. third, K. fourth, Q. Kt. second, and Q. R. third.

White to Mate in seven moves.

No. XXVII.—By SILBERSCHMIDT.

WHITE.—K. at K. Kt. second, Q. at Q. third, R. at Q. fourth, Bishops at K. B. fourth, and K. fourth, Kt. at Q. B. fifth, Pawns at K. B. second, K. third, Q. Kt. fourth, and Q. R. fifth.

BLACK.—K. at Q. Kt. sq., Q. at K. R. fifth, Rooks at Q. B. third, and adv. Q. R. sq., Q. B. at Q. Kt. second, Kts. at K. Kt. fourth, and Q. R. sq., Pawns at K. R. fourth, K. Kt. fifth, Q. B. second, Q. Kt. third, and Q. R. second.

White Mates in seven moves with Q. Kt. P.

No. XXVIII.—By ZOEGA DE MANTEUFEL, OF LEIPZIG *.

WHITE.—K. at Q. R. sq., Pawns at K. Kt. sixth, K. B. fifth, K. fifth, and Q. fifth.

BLACK.—K. at K. R. sq., P. at Q. R. seventh sq.

White to Mate with K. B. P., without taking P., or making Q.

No. XXIX.—By MANTEUFEL.

WHITE.—K. at Q. B. fifth, R. at Q. B. sixth, Kts. at K. R. fifth, and Q. sixth, Pawns at K. Kt. seventh, K. B. sixth, K. fourth, and K. sixth.

BLACK.—K. at Q. sq., Pawns at K. R. third, K. Kt. seventh, and K. seventh.

White to Mate the Black K. on Black K.'s fourth sq., in five moves.

No. XXX.—By MANTEUFEL.

WHITE.—K. at Q. Kt. third, K. B. at K. sixth, Pawns at Q. seventh, and Q. R. fourth.

BLACK.—K. at Q. R. fourth, and P. at Q. Kt. third sq.

White compels Black to Mate with P., in twenty-eight moves.

No. XXXI.—By MANTEUFEL.

WHITE.—K. at K. R. sq., Bishops at K. R. seventh, and Q. B. sq., Kts. at Q. fourth, and Q. fifth, Pawns at K. R. second, K. Kt. sixth, Q. sixth, Q. B. sixth, Q. B. fifth, and Q. R. fifth.

* See KOCH's Codex der Schachspielkunst. *Magdeburg*, 1813. 2 vols. 8vo. last edition.

BLACK.—K. at K. B. sq., Q. at K. R. sixth, Rooks both at home, K. B. at Q. R. sixth, Knights at K. B. sixth, and Q. Kt. second, Pawns at K. R. fourth, K. Kt. fifth, K. fourth, Q. Kt. third, and Q. R. third.

White to Mate with P. at Q. B. fifth sq.

No. XXXII.—By MANTEUFEL.

WHITE.—K. at K. Kt. sq., Q. at Q. Kt. eighth, Q. R. at home, Bishops at K. R. and adv. Q. sq., K. R. at K. B. fourth, Kts. at K. sixth, and Q. seventh, Pawns at K. Kt. third, Q. fifth, Q. B. third, and Q. Kt. second.

BLACK.—K. at Q. R. third, Q. at Q. Kt. sixth, Rooks at K. R. third, and Q. R. fifth, Bishops at K. B. sixth, and adv. Q. B. sq., Kts. at K. fifth, and Q. seventh, K. R. P., K. Kt. P., and Q. R. P. unmoved.

White to Checkmate with Q. Kt. P. in six moves.

No. XXXIII.—By MANTEUFEL.

WHITE.—K. at K. fourth, Rooks at K. R. seventh, and Q. B. fourth, Kts. at Q. B. fifth, and Q. R. fourth, K. B. P., and K. R. P., unmoved.

BLACK.—K. at Q. sq., R. at adv. Q. sq., Kt. at K. sq., Pawns at K. Kt. third, and K. second sq.

White to Checkmate with either P. in seven moves.

No. XXXIV.—By MANTEUFEL.

WHITE.—K. at adv. Q. sq., Q. at Q. Kt. fourth, R. at Q. Kt. sixth, K. B. at Q. fifth, Kt. at Q. Kt. fifth, Pawns at Q. sixth, and Q. B. sixth.

BLACK.—K. at Q. R., Q. at K. R. second, R. at K. B. second.

White to Mate with Q. P. in five moves, without moving K.

No. XXXV.—By MANTEUFEL.

WHITE.—K. at K. B. sixth, Q. at Q. Kt. sixth, R. at Q. R. third, Kt. at Q. fourth, Pawns at K. Kt. second, fourth, and fifth.

BLACK.—K. at K. R. sq., and Pawns at K. R. second, and K. Kt. third.

White to give Checkmate in eleven moves, with P. at K. Kt. second sq., and not to take either of the adverse Pawns.

No. XXXVI.—By F. VON MAUVILLON*.

WHITE.—K. at K. third, Q. at Q. R. sixth, Rooks at K. B. third, and adv. Q. sq., Q. B. at Q. Kt. fourth, Kts. at K. B. sq., and Q. fourth, Pawns at K. Kt. second, K. Kt. third, Q. third, and Q. B. third.

BLACK.—K. at K. B. third, Q. at K. R. fourth, Rooks at K. Kt. third, and Q. B. seventh, Bishops at K. Kt. sq. and Q. R. second,

* Anweisung zur Erlernung des Schach-spiels, &c. *Essen*, 1827. 8vo. See also MAUVILLON's *Belehrende Unterhaltung für junge angehende Schach-spieler*, &c. *Essen*, 1831 and 1832. 16mo.

Knights at K. Kt. second, and Q. Kt. fourth, Pawns at K. third, K. fourth, K. B. fourth, K. Kt. fourth, and K. R. fifth.

White to Mate in five, or Black to Mate in eight moves.

No. XXXVII.—By MAUVILLON.

WHITE.—K. at Q. Kt. third, Q. at K. second, Rooks at Q. Kt. second, and adv. Q. sq., K. B. at K. R. sq., Kts. at adv. Q. B., and adv. Q. Kt. sq., P. at Q. Kt. third.

BLACK.—K. at Q. Kt. fourth, Q. at K. Kt. eighth, Rooks at Q. R. and Q. R. second, Bishops at K. and Q. fourth, Kt. at Q. B. fifth, Pawns at Q. B. fourth, and Q. Kt. third.

White to Checkmate in six moves, or Black to Checkmate in three moves.

No. XXXVIII.—By MAUVILLON.

WHITE.—K. at Q. B. sq., Q. at Q. sq., R. at K. Kt. fifth, K. B. at adv. K. sq., Q. Kt. at home, Pawns at K. B. third, K. third, Q. B. second, and Q. R. second.

BLACK.—K. at Q. B. fifth, Q. at K. R. fifth, Rooks at K. R. seventh, and K. R. third, Bishops at K. R. second, and Q. third, Pawns at K. B. fifth, K. fourth, Q. fifth, and Q. B. sixth.

White to Checkmate in four or five moves.

No. XXXIX.—By MAUVILLON.

WHITE.—K. at Q. R. third, Q. at Q. sixth, Rooks at K. R. second, and K. R. sq., Bishops at K. sixth, and Q. B. seventh, Pawns at K. Kt. fifth, Q. fifth, Q. B. fifth, and Q. R. second.

BLACK.—K. at K. Kt. second, Q. at Q. fifth, Rooks both unmoved, Bishops at K. sq., and Q. Kt. sq., Kts. at Q. sixth, and Q. R. second, Pawns at K. Kt. third, K. B. second and third, Q. B. fifth, and Q. Kt. second.

White to Mate in five moves.

No. XL.—From LUCENA.

WHITE.—K. at K. fourth, R. at Q. R. seventh, Kt. at K. fifth, and Q. B. at Q. second.

BLACK.—K. alone, at K. third sq.

White to Checkmate in three moves.

No. XLI.—Founded on LUCENA.

WHITE.—K. at K. B. third, Q. at Q. seventh sq.

BLACK.—K. at adv. Q. Kt. sq., P. at Q. Kt. seventh sq.

White to Checkmate in four moves.

No. XLII.—By MANTEUFEL.

WHITE.—K. at Q. sixth, Q. at Q. seventh, Q. R. at home, K. B. at Q. fifth, Kt. at Q. B. fifth, Pawns at K. R. third, K. Kt. second, and Q. Kt. sixth.

BLACK.—K. at Q. Kt. sq., Q. at K. R. second, Rooks at K. R. sq.,

and Q. sq., B. at K. B. third, Pawns at K. R. fourth, K. Kt. third, and Q. Kt. second.

White to Checkmate in three moves.

No. XLIII.—From LUCENA.

WHITE.—K. at Q. sq., Rooks at K. Kt., and Q. B. sq.

BLACK.—K. alone, at Q. sixth sq.

White to Checkmate in four moves.

No. XLIV.—By MAUVILLON.

WHITE.—K. at adv. K. B. sq., Q. R. at home, Q. B. at adv. Q. Kt. sq., Kt. at K. Kt. fifth, Pawns at K. B. third, Q. B. seventh, Q. Kt. fifth, and Q. R. fourth.

BLACK.—K. at K. R. sq., Pawns at Q. Kt. third, and Q. R. fourth.

White undertakes to Checkmate with B. in six moves; without moving the B., or making a second Q.

No. XLV.—By SALVIO.

WHITE.—K. at Q. B. second, Q. B. at Q. fourth, Pawns at K. Kt. sixth, and Q. R. second.

BLACK.—K. at K. Kt. sq., Pawns at Q. fourth, Q. B. fifth, Q. Kt. fifth, and Q. R. fifth.

White to move and win, or Black to move and draw.

No. XLVI.—By SALVIO.

WHITE.—K. at K. Kt. third, R. at K. B. fifth, Q. B. at K. B. second, Kt. at K. Kt. sixth, Pawns at K. sixth, Q. fourth, Q. R. fifth, and Q. R. third.

BLACK.—K. at K. sq., Q. at Q. eighth, Kt. at Q. fourth, Pawns at Q. R. fifth, Q. Kt. fourth, and Q. B. third.

This position actually occurred to Salvio, and was played as follows.—Black to move.

1. Q. to Q. Kt. sixth sq. ch. 1. R. interposes.

If Black had checked at Q. sixth, what ought you to do?

2. Q. takes R. ch.—He might also have advanced Q. Kt. P., “which leads,” says Salvio, “to some very fine moves.”

2. K. takes Q.

3. Q. Kt. P. advances.

3. P. to Q. R. sixth sq.

4. Q. Kt. P. advances.

4. Q. R. P. advances.

5. Kt. to Q. B. second sq.

5. Q. P. advances.

6. If he take Q. P. with P., you play B. to Q. fourth.—If

Q. Kt. P. advances

6. Q. P. advances.

7. P. Queens.

7. Q. P. ch., and B. Mates.—This

situation is remarkably interesting and instructive.

No. XLVII.—By COZIO.

WHITE.—K. at Q. B. sixth, Q. B. at Q. R. sq., and Q. Kt. P. at Q. Kt. seventh.

BLACK.—K. at Q. Kt. sq., Kt. at K. Kt. fifth, Pawns at K. R. sixth, and K. B. sixth.

White to move and win.

No. XLVIII.—From LUCENA.

WHITE.—K. at Q. R. sq., Q. at Q. B. second, Q. B. at Q. Kt. second, Kt. at K. seventh, Pawns at Q. Kt. fourth, and Q. R. fourth.

BLACK.—K. at Q. R. sq., Pawns at Q. Kt. third, and Q. R. third.

White engages to Checkmate in four moves with a Pawn, without taking either of Black's Pawns.

No. XLIX.—By COZIO.

WHITE.—K. at K. B. seventh, K. B. at Q. B. sixth, Pawns at Q. fifth, K. Kt. fifth, and K. R. sixth.

BLACK.—K. at K. R. second, R. at Q. B. sixth, P. at Q. Kt. fifth.

White to move and win.

No. L.—By MANTEUFEL.

WHITE.—K. at K. Kt. sq., Q. at K. B. seventh, Bishops at K. B. sq., and K. third, Kt. at adv. K. sq., Pawns at K. B. fourth, Q. sixth, Q. Kt. third, and Q. R. fourth.

BLACK.—K. at Q. R. sq., Q. at K. R. fourth, R. at K. R. second, Q. B. at Q. Kt. second, Kt. at K. Kt. sq., Pawns at K. Kt. third, K. B. third, Q. Kt. third, and Q. R. second.

White to move and win.

CHAPTER XXVII.

SOLUTIONS OF THE CHESS PROBLEMS.

IN pursuance of the plan which I have strictly followed throughout this work,—of giving as much matter as could be condensed into the least possible compass,—it will be seen that I sometimes omit the moves of the second player, when, having no choice, he is necessarily compelled to make one particular move.

No. I.—1. R. takes B. chg., then checks with B. at Q. fifth, and Mates with Q.

No. II.—1. Q. to adv. Q. R. sq.; 2. Kt. to K. seventh; then Q. R. P. goes on, and gives Checkmate.

No. III.—1. R. ch.; 2. Q. to Q. R. third, ch.; 3. Q. takes B. ch., and then Mates with P.

No. IV.—1. Q. ch. at Kt. sixth; 2. R. takes P. ch.—P. takes R.; 3. R. takes P. ch.; 4. Q. P. two sq. ch., and Mates next move.

No. V.—White, having the move, plays—1. R. ch.—R. takes R. as best; 2. Q. takes R. ch.; 3. R. to Q. Kt. fourth, ch.—K. to Q. B. third; 4. R. ch., and Checkmates next move with Q.

Black, having the move, plays—1. Q. to K. B. sixth, ch.; 2. Q. ch. at K. B. fourth, and then Mates with R.

No. VI.—1. B. ch.—Q. must take B.; 2. Kt. takes B. ch.—P. takes Kt.; 3. Q. to K. seventh, ch.—To avoid a perpetual check, he moves to Kt. sq.; 4. Q. to Q. eighth, ch.—K. to R. second; 5. Q. to Q. fourth, ch.—Q. takes Q., and gives Stalemate.

No. VII.—After Black takes R., White plays—

1. Kt. ch.—If he take Kt. with B., you take R. with Q., and Mate next move.—If he take Kt. with P., you check with R., and on his going to Kt. sq. take Kt. with Q.—Black must take Q. with K., and you check with B., afterwards Mating in the corner.

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|------------------------|------------------|
| | 1. K. moves. |
| 2. Kt. ch. | 2. K. to corner. |
| 3. Q. takes Kt. ch. | 3. K. takes Q. |
| 4. B. gives Checkmate. | |

No. VIII.—1. R. ch.; 2. K. to Q. Kt. third, dis. ch.; 3. Q. takes Kt. ch.; and the remainder is obvious.

No. IX.—1. B. takes P. ch.; 2. K. to R. sq.; 3. Kt. ch.; 4. B. to Kt. sq.; 5. Q. to Kt. second, ch., compelling Black to Mate with P.

No. X.

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|---|-----------------------|
| 1. Q. to K. B. sixth sq. ch. | 1. B. interposes. |
| 2. Kt. ch.—If he move K., you check with Kt. at K. seventh, and then take P. with R. ch., &c. | 2. K. B. P. takes Kt. |
| 3. R. takes P. ch. | 3. K. takes R. |
| 4. B. to K. fifth, dis. ch., and Mating immediately. | |

No. XI.—1. K. to Q. sixth; 2. Q. B. to K. B. sixth; 3. K. B. to K. sixth, and afterwards to K. B. seventh, then supports B. with K., and Mates with P., though Black may make a Q.

No. XII.—1. Q. to K. R. sixth, ch.; 2. P. becomes a B.; 3. B. to Q. R. sixth; 4. B. to K. second; 5. B. to K. R. fifth; 6. B. checks, compelling Q. to take B., and retakes with P., giving Mate.

No. XIII.—1. Q. to Q. B. fifth, ch.; 2. Q. checks at Q. Kt. sixth; 3. B. checks at Q. B. third, and Checkmates next move.

No. XIV.—1. Kt. ch.—P. takes Kt.; 2. R. to K. R. eighth, ch.; 3. Kt. takes B. ch.; 4. Q. takes Kt. ch., and R. Mates.

No. XV.—1. R. takes Kt. ch.; 2. Q. to Q. Kt. fourth, ch.; 3. P. takes Kt. ch.; 4. P. checks; 5. K. to Q. R. third, and then Mates with P.

No. XVI.—1. R. ch.; 2. R. takes R. ch.; 3. Q. checks at K. B. seventh; 4. K. to K. B. sixth; 5. Q. to adv. K. B. sq. chg., and then Mates with P.

No. XVII.—Black played Q. P. two, and White plays thus:—

- | | |
|-------------------------------|-------------------|
| 1. Q. takes K. B. P. ch. | 1. R. takes Q. |
| 2. R. checks. | 2. R. interposes. |
| 3. B. takes P. ch. | 3. B. interposes. |
| 4. B. takes B. ch. | 4. K. to corner. |
| 5. Kt. checks. | 5. K. moves. |
| 6. Kt. to Q. eighth, dis. ch. | 6. K. to corner. |
| 7. R. takes R.—Checkmate. | |

No. XVIII.—1. R. ch.—K. to R. sq. (best); 2. R. takes R. ch.; 3. Q. takes B. ch.; 4. Q. to adv. Q. sq. ch.; 5. Q. to K. B. sixth sq. ch.; 6. Q. to adv. B. sq. ch.; 7. Kt. ch., and then Mates with Q.

No. XIX.—1. B. takes P. ch.—K. takes B., for if he move K., you play R. to K. seventh, and then Mate in four moves; 2. R. ch.; 3. R. to adv. K. sq. ch.; 4. R. takes R. ch.; 5. K. to K. B. seventh; and then advances K. Kt. P., &c.

No. XX.—1. Q. to K. Kt. second sq. ch.; 2. B. ch.—K. takes B.; 3. R. ch.—K. moves; 4. R. takes R. and wins.

No. XXI.—Black takes P. with P., and White then plays:—1. B. takes R.—P. advances; 2. B. to Q. B. fifth; 3. B. ch. K. and Q., and wins obviously.

No. XXII.—1. R. ch.; 2. R. ch. at R. seventh sq.; 3. Kt. ch., then takes P. with R. chg., and gets a perpetual check with Kt.

No. XXIII.—1. B. takes P. ch.; 2. Kt. ch.; 3. B. takes P. dis. ch.—If he interpose B., you take B., and then ch. with Q. at Q. Kt. second, therefore he moves K.; 4. B. ch.; 5. B. to K. B. fifth, dis. ch.—If he move K., you take Q. B. with B., and if he interpose K. B., you take B. with R., &c.

No. XXIV.—1. Q. Kt. to B. second; 2. Q. Kt. to Kt. fourth; 3. K. Kt. to K. third; 4. K. Kt. to Q. B. fourth, ch.; 5. K. Kt. to Q. R. fifth; 6. Q. Kt. to Q. R. sixth, and Mates next move.

No. XXV.

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| 1. R. takes P. ch.—If he take R. with P., you Mate in three moves. | |
| | 1. K. moves. |
| 2. Q. to Q. sixth, ch. | 2. K. takes R. |
| 3. R. to Q. R. sixth, ch. | 3. P. takes R. |
| 4. Q. ch., and Mates with B. | |

No. XXVI.—1. R. takes P. ch.; 2. Kt. to Q. B. sixth, ch.; 3. Q. to Q. R. fifth, ch.; 4. B. takes Kt. ch.; 5. Kt. takes K. P. ch., &c.

No. XXVII.—1. R. ch.; 2. Kt. to Q. seventh sq. ch.; 3. K. B. takes R. ch.; 4. Q. Kt. P. ch.; 5. Q. R. P. ch., &c.

No. XXVIII.—1. K. B. P. advances; 2. Q. P. advances.—K. to

B. sq.; 3. Q. P. advances; 4. K. P. advances; 5. K. P. advances; 6. Q. P. becomes B.; 7. K. P. becomes Kt.; 8. B. to K. seventh; 9. Kt. to K. Kt. seventh; 10. Kt. to K. sixth; 11. B. to Q. sixth; 12. B. to K. fifth; 13. B. to Q. fourth, and Mates next move with K. B. P.

No. XXIX.—1. Kt. to Q. Kt. seventh sq. ch.; 2. K. B. P. ch.; 3. R. to Q. B. seventh sq. ch., then ch. with Kt., and Mates with R.

No. XXX.—1. P. Queens; 2. K. to Q. Kt. fourth.—K. to Kt. second, as best; 3. Q. to adv. Q. B. sq. chg.; 4. K. B. to K. B. seventh; 5. Q. to Q. B. fifth, ch.—K. to R. third; 6. Q. to Q. B. sixth, ch.; 7. Q. R. P. advances; 8. Q. to Q. seventh; 9. K. B. ch.; 10. Q. to K. B. seventh; 11. Q. R. P. advances.—K. to Q. sq.; 12. Q. R. P. advances; 13. Q. to adv. K. sq. ch.; 14. P. becomes R.—K. to Q. third; 15. R. to adv. Q. sq. ch.; 16. Q. to Q. seventh, ch.; 17. K. B. to Q. Kt. third; 18. K. to Q. R. third.—K. to Kt. third; 19. R. to Q. B. eighth.—K. to Q. R. third; 20. R. to Q. B. sixth, ch.; 21. Q. to K. sixth; 22. K. to R. second; 23. K. to R. sq.; 24. B. to Q. R. second.—K. to Q. Kt. fourth; 25. Q. to Q. fifth, chg.; 26. R. to Q. B. fourth.—K. to Q. R. sixth; 27. Q. to Q. B. sixth; 28. B. to Q. Kt. sq.—P. Mates.

No. XXXI.—1. Q. B. ch.; 2. Kt. to K. B. sixth, chg.; 3. Kt. to K. sixth, chg.; 4. Q. P. ch.; 5. Q. B. P. ch.; 6. P. takes P.—Mate.

No. XXXII.—1. Kt. from Q. seventh to Q. B. fifth, ch.; 2. Kt. to Q. B. seventh sq. ch.; 3. K. R. takes R. ch.—Kt. takes R.; 4. Q. takes Q. R. P. ch.; 5. Q. to Q. B. fifth sq. ch., and Mates next move.

No. XXXIII.—1. Kt. to Q. Kt. seventh, ch.; 2. Kt. to Q. Kt. sixth, ch.; 3. R. to Q. B. sixth, ch.—R. interposes (A.); 4. Kt. to adv. Q. sq. ch.; 5. Kt. to Q. fifth, ch.; 6. Kt. to K. B. seventh, ch., &c.

(A.) Kt. interposes; 4. Kt. to adv. Q. sq. ch.; 5. Kt. to Q. seventh sq. ch.; 6. Kt. to K. sixth sq. ch., &c.

No. XXXIV.—1. Q. to Q. R. fifth sq. ch.; 2. R. ch.; 3. P. ch.—R. takes P.; 4. Q. takes R. ch., and then Mates.

No. XXXV.—1. Q. to K. sixth.—K. R. P. two sq. (A.); 2. R. to K. R. third.—K. to R. second; 3. Q. to adv. Q. B. sq.; 4. Kt. to K. B. fifth; 5. P. goes on, chg.; 6. P. ch.; 7. Q. to Q. B. fourth; 8. Q. to K. second sq. ch.; 9. K. to K. B. fifth, and Checkmates next move.

(A.) If Black play this P. only one sq., the Mate is forced by a very similar process in eleven moves.

No. XXXVI.—White, having the move, plays—

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| 1. R. checks. | 1. B. interposes. |
| 2. Q. takes P. ch. | 2. Kt. takes Q. |
| 3. R. takes P. ch., then takes B. ch., and Mates with the other R. | |

Black, having the move, plays thus:—

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| 1. B. takes Kt. ch. | 1. R. takes B. (A.) |
| 2. Q. takes R. ch. | |

FIRST DEFENCE.

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|---|------------------------|
| 3. Kt. takes R. ch. | 2. K. takes Q. |
| 4. Kt. P. checks. | 3. P. takes Kt. |
| 5. P. checks. | 4. K. moves. |
| 6. Kt. checks, then checks with R., and afterwards Mates. | 5. P. takes P. (best). |

SECOND DEFENCE.

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| 3. P. takes R. ch. | 2. P. takes Q. |
| 4. P. checks. | 3. P. takes P. |
| 5. Kt. checks, then checks with R., and Mates next move. | 4. P. takes P. (best). |

(A.)

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| 2. Q. takes R. ch. | 1. P. takes B. |
| with P., and then with Kt.—giving the Mate in six moves. | 2. If he take Q. with P., you ch. |
| | K. takes Q. |
| 3. Kt. P. checks. | 3. K. moves. |
| 4. P. ch., then ch. with Kt., &c. | |

No. XXXVII.—If Black move first, he checks with Q. at adv. Q. sq., and on your taking it with Q., checks off with Kt. at K. sixth sq., &c.—White, having originally the move, plays—

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| 1. K. to B. second, dis. ch. | 1. K. to R. fourth. (A.) |
| 2. R. to R. second sq. ch. | 2. K. to Kt. fourth. |
| 3. Q. takes Kt. ch. | 3. K. takes Q. |
| 4. B. takes B. ch., then checks again with B., and Mates by taking P. with Kt. | |

(A.)

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|---|-----------------------|
| 2. Q. takes Kt. ch. | 1. K. to R. fifth sq. |
| 3. Kt. takes P. ch., then takes B. with the same Kt. chg., and gives the Mate with B. | 2. B. takes Q. |

No. XXXVIII.—1. Q. takes P. ch.; 2. B. to K. B. seventh, ch.; 3. P. ch., &c.

No. XXXIX.

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|-----------------------------------|------------------------|
| 1. Q. to K. B. eighth sq. ch. | 1. K. takes Q. (best). |
| 2. R. takes R. ch. | 2. K. to K. second sq. |
| 3. R. takes B. ch. | 3. K. takes R. |
| 4. R. ch., and then Mates with B. | |

No. XL.—1. B. to K. sq.—This Bishop may also be played differently with the same result.—Whether Black move to the right or left, you now check with B., and Mate with R.

No. XLI.—1. Q. to Q. sq. chg.; 2. Q. to Q. R. fourth sq. chg.; 3. K. to K. second sq.; and then Mates by playing Q. to Q. sq.—White may also win in four moves, beginning by moving K.

No. XLII.—White checks with R., and on Black's taking R. with K., takes P. with B. ch.—Mating next move with Kt.

No. XLIII.—1. R. to K. Kt. fourth sq.; 2. R. ch. at Q. B. third sq., then loses a move, and Mates with the latter R. at K. B. third sq.

No. XLIV.—1. Kt. to K. sixth sq.; 2. R. ch.; 3. K. to K. seventh sq.; 4. K. to K. B. seventh sq., then checks with R., &c.

No. XLV.—White can win by advancing Q. R. P., afterwards taking off the Pawns with K.—If Black have to move first, he plays Q. R. P. one sq., and you will find the game is drawn, for if you move B. to Q. B. fifth, he takes K. Kt. P., and plays K. across the board.

No. XLVI.—This position requires no further commentary.

No. XLVII.—White wins by playing B. to Q. fourth sq.—If Black then advance K. R. P., you check with B. at Q. R. seventh, and then move K. to Q. B. seventh, having a forced game.

No. XLVIII.—1. Q. ch. at adv. Q. B. sq.; 2. Q. B. to K. fifth.—If he move Q. R. P., you ch. with Q. at adv. Kt. sq., and Mate with Q. Kt. P.—and playing Q. Kt. P. one sq.; 3. Kt. ch., and Mates with R. P.

No. XLIX.—The game is easily won by White's advancing Q. P.—If Black then take B. with R., you check with Kt. P.

No. L.—1. Kt. ch.; 2. Q. to K. eighth sq. chg.; 3. Kt. ch.—K. to Kt. second; 4. K. B. ch.—K. takes Kt.; 5. Q. takes B. ch.—R. interposes; 6. Q. takes R. ch., and Mates next move.

THE END.

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